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GameCube • GB Advance • Nintendo 64 • Game Boy Color

MAGAZINE

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FIRST REVIEW!

PAPER MARIO

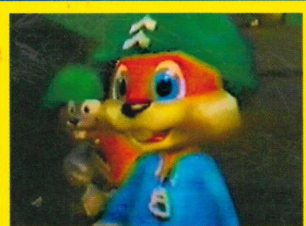
THE PLUCKY PLUMBER ADDS A
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CONKERING THE N64!

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PAPER MARIO



CONKER'S BAD FUR DAY



RUGRATS IN PARIS



MEGA MAN 64

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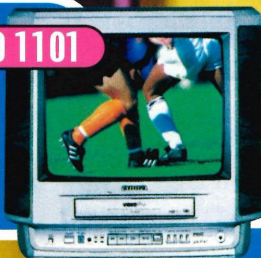
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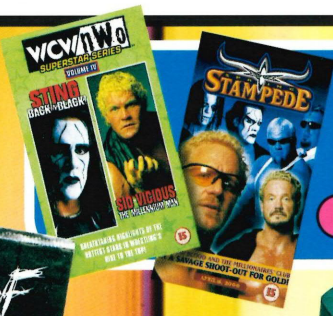
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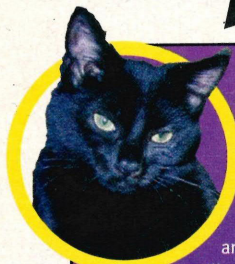
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*This issue we have mostly been...
two-dimensional videogame characters!*



EDITORIAL

There's been a few changes around here this month! Yes, doubtless those of you who are regular readers will already have

noticed that throughout the magazine small but significant alterations have been made... and here's why:

We've had a lot of letters over the past several months asking whether we'll be producing a GameCube mag and whether 64 MAGAZINE will be closing when the N64 games eventually run out... well I can now tell you that we're not going to be closing, we're just 'evolving' a little! With the GBA launching in March in Japan and the GameCube on the way, we figured it was about time we expanded our horizons, and so from now on we're officially a multi-format Nintendo magazine!

However, before all you N64 fanatics out there stomp off in a huff, I'd like to assure you that you don't need to worry! We'll still be bringing you the first reviews of all the upcoming N64 titles, in just as much depth as we have before. All the new remit means is that we'll now also be bringing you comprehensive reviews of the best Game Boy Color games, the new Game Boy Advance titles and of course – eventually – the hotly-anticipated GameCube games.

We're still the N64 freaks that we were before, but we're also getting ready for a revolution in videogame entertainment, once which no sane Nintendo fan is going to want to miss out on and one which we're going to be there for from the start. In fact we *are* there from the start – it's started already!

So that's that. The changes have started this issue, but 64 MAGAZINE will still be evolving gradually over the coming issues, which means if you've any suggestions for things you'd like us to include in the magazine, then let us know now!

In the meantime, we've a packed issue for you to be getting on with, the highlight of which has to be the absolutely mouth-watering *Paper Mario*. Oh... and there's a pretty darn huge *Conker's Bad Fur Day* preview too, in preparation for our massive review of the game next issue. But enough from me, get on and check out our new(ish) look and be prepared... 'cos there are very big things on the way!

Roy Kimber, Editor



Roy

Having played *Paper Mario* solidly for the best part of a month, it was inevitable that the game would have some effect on Roy. Sure enough, one day he arrived for work in a spiffing new blue and red outfit – having totally lost a whole dimension! The new-look 'ultra-slim' 2D editor then proceeded to convert everyone else to the 'SlimFlat plan'!



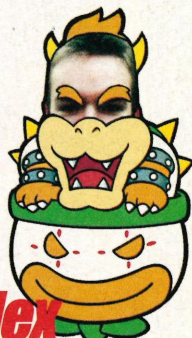
Nicky

Designer Nicky has always fancied herself as a bit of a Princess (albeit one with a skateboard) and so when *Paper Mario* fever swept the office she swiftly assumed the persona of Princess Peach. Things were a bit of a nightmare after that, with paparazzi clamouring for pictures of her and suitors lined up around the block!



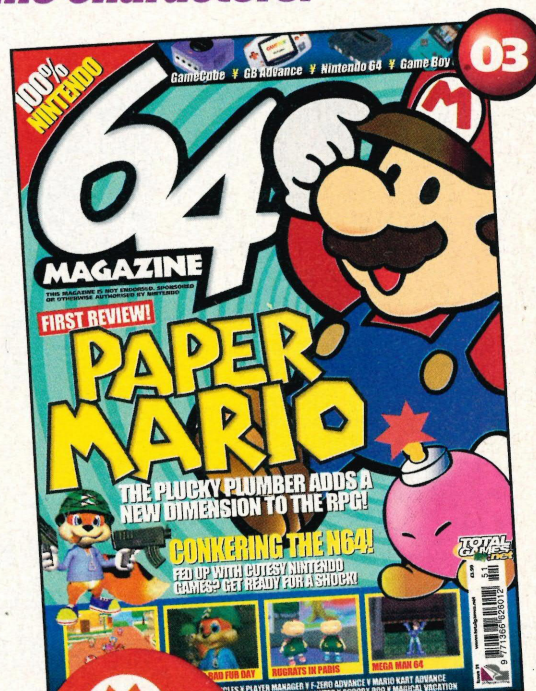
Paul

Staff Writer Paul took advantage of the *Paper Mario* madness to become what he's always dreamed of being – a Teenage Mutant Ninja Turtle. Well, okay, so he actually became a Koopa, which he felt was the next best thing. He spent most of the month leaping out at people brandishing barbeque skewers and living in a sewer.

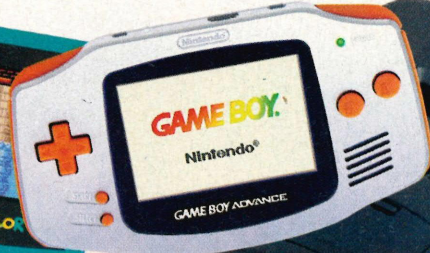


Alex

Sub-Editor Alex doesn't do things by halves, and so he made the transition to none other than bad-boy Bowser (or 'Bowlex', as he insisted on being called). Ultimately his choice of character resulted in constant battles between himself and Roy until 64 MAGAZINE's editor tired of the conflict and faxed the 2D Bowlex to Tunbridge Wells.

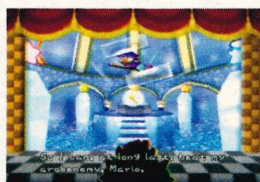
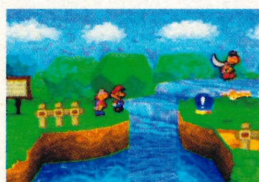


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Paper Mario

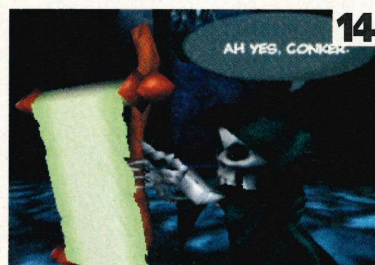
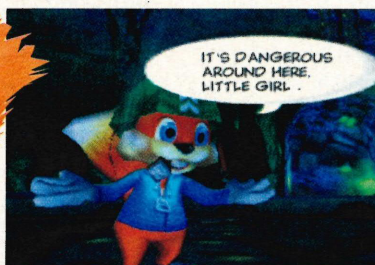
Mario resumes his N64 adventures once again... and he's had a very unusual makeover!



38

Conker's Bad Fur Day

With the final version of the game almost upon us, we bring you a mammoth preview!



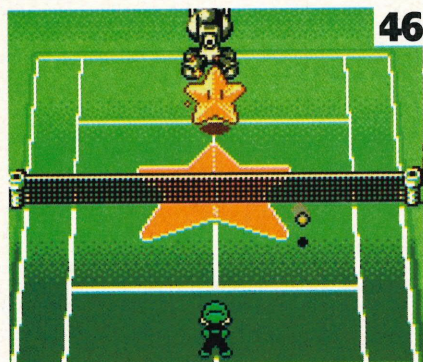
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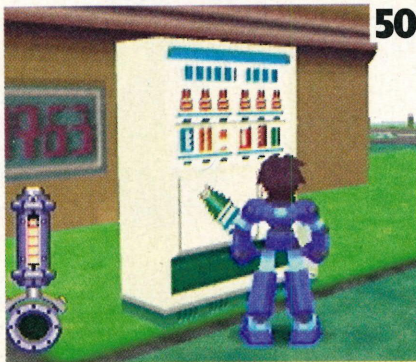
MARIO TENNIS



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The N64's little brother gets one of the best tennis titles we've ever seen.

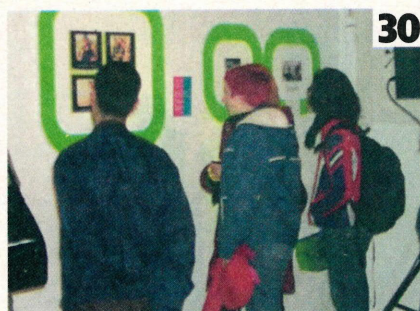
MEGA MAN



50

It's been a while since Mega Man graced a Nintendo console – so we were expecting big things...

BUT IS IT ART?



30

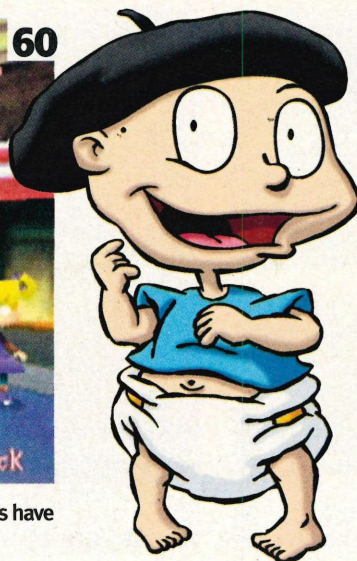


We popped along to the first ever Game Boy Color Photographic Awards to see what they were about.

RUGRATS IN PARIS



60



Not content with starring in another movie, those manic kids have got themselves into another N64 game too!

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Use our coloured section headings to find the pages you want. Fast!

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NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF
INTEREST

THE

SHOWCASE

The Showcase is jam-packed with news this month! Admittedly, there's only a few stories concerning the N64, but if you're looking for all the latest on GameCube and GBA, then there's no better place to be.

Regular readers will have noticed a couple of changes to the layout of the news, and in fact the whole mag this month. We're trying desperately to pack in as much information on N64, GBC, GBA and GameCube as we can. With the two new systems looming on the horizon, rumours and announcements are flooding the office – so much so that we've had to restructure this section completely. Well, we hope you like it!

Sega: The Plot Thickens

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Titbits

MARIO KART ADVANCE DELAYED

Nintendo seems to think the launch line-up for GBA is too crowded, so it has delayed the release of *Mario Kart Advance*. No new date has been given, but it shouldn't be long before we have it!

FOUR-IN-ONE

On the subject of *Mario Kart*, Nintendo has confirmed that to play four-player link-up, you only need one copy of the game. Hopefully this will be true of all the multiplayer titles!

LEFT FIELD FOR 1080

Rumours are flying this month about Left Field Productions (Kobe Bryant) being handed the reins for the sequel to *1080 Snowboarding*. If this is true, we could see it as soon as this Christmas!

Last month we reported the news that Sega had pulled out of the hardware market, and was instead going to concentrate on software, namely PS2 and GBA. We reckoned that the PS2 development was merely a stop-gap to get some money into the bank, and it looks like we were right. In an extremely revealing interview with *GameWeek*, Sega of America's Vice President of Marketing and Corporate Communications, Charles Bellfield, had a lot to say on the business of which company he thinks is going to be the next-generation leader.

When asked about the announcement of *Virtua Fighter 4* on PS2, he said "We would not have done this unless we saw a way to make profit." He was then asked about what franchises would be coming out on the various systems, to which he responded, "Let me turn the tables a bit. What do you know about GameCube?"

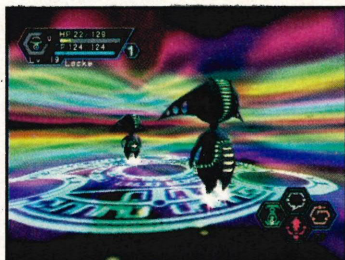
"Four words: don't write off Nintendo. A lot of companies have, but Nintendo's got a five billion dollar war chest and a lot of great, original franchises."

About six months ago there were rumours flying

around about the possibility of Nintendo and Sega working together on an RPG. This news came long before Sega's big announcement, so it was dismissed as trash-news and forgotten about. *GameWeek* posed the RPG question, to which they got an unexpected reply – "I'm trying to recall... Tetsu Kayama talked about a number of things last week and I would normally refer back to what he said, but... let's put it this way: whatever he said, the answer is yes."

It's exciting enough that Sega is openly complimenting Nintendo,

but the confirmation of this collaboration is big, big news. Both companies have had enormous success with their RPG franchises – just imagine what they will come up with when they put their heads together! You also have to remember that *GameWeek* concentrates on all formats. At no point in the interview was Charles prompted to talk about Nintendo. Sega has had GameCube development systems for a while now, some say even as far back as November. Nintendo fans the world over have an awful lot of reasons to smile right now.

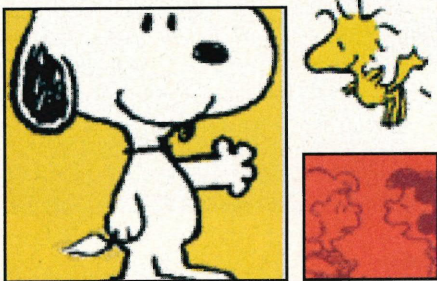




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Snoopy Does His Nut!

Does Infogrames ever stop growing? The huge European publisher seems to make the headlines every month with deal after deal being secured. This time it has managed to get the rights to the *Peanuts* license for the next five years. For anyone who doesn't know, *Peanuts* is the license that incorporates Snoopy, Woodstock and the *Charlie Brown* characters. Expect something along the lines of the *Rugrats* games. This is quite a big scoop for the publisher – recently there has been a revival of older cartoons such as *Scooby Doo* and *Bagpuss*. *Peanuts* is still a relatively popular cartoon and comic strip, but perhaps it too will enjoy a huge comeback. Whatever happens, Infogrames has confirmed that it will be bringing it to Nintendo systems. The first game from the new deal will come in the form of *Snoopy Tennis* on the GBC.

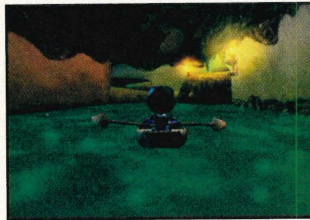


Digicube Grows

Games are distributed in a different fashion in Japan than they are over here. In Japan, convenience stores are the main distributors for games. One of these chains of shops, Digicube, is owned by Squaresoft. To date, they have never sold Game Boy software, but this month, that all changed. A spokesperson for the company said, "Given its increasing popularity, we felt it necessary to cater to Gameboy." Along with Square's comments last month on how they want to develop for the GBA, it shows that Squaresoft is changing its attitude towards Nintendo products. Unfortunately, we still don't know what is really going on! More news as we get it.

Knights Gets Cubed

Another month, another title confirmed for GameCube. This month, developer Lost Boys Games has



told us that its multi-format title *Knights* will be coming to a GameCube near you sometime next year. Currently in development for PS2, the title looks set to be released for the X-Box as well. *Knights* centres around a young (you guessed it) knight who has to travel around trying to save a princess. Sounds interesting... or maybe not.

Delays Are Good!

While there isn't a precise date for the launch of the Japanese GameCube, it is commonly believed that it will be released in July with a US release in October. However, at the recent Toy Fair in New York, several people were shown release schedules, which showed the release of the US version as being set for November. Admittedly this is only a month later – it isn't really a big deal – but at least now we have a vague confirmation of when Nintendo plans to release the console. Apparently the short delay is to ensure that enough machines are available at launch. They certainly wouldn't want to be in the same situation as Sony was with the PS2. A good launch is vital to the public's opinion of the company. There's also the fact that this delay gives developers another four weeks in which to make their games even more polished!



Titbits

RETRO SLIMS DOWN

➔ Retro Studios has axed two of its four GameCube titles. *Thunder Rally* and *Retro Football 2002* have been canned in favour of concentrating solely on *Metroid* and the company's *Dungeons and Dragons*-style RPG. Apparently *Metroid* is now expected to be ready for Christmas, which is good news indeed!

METROID? A FIRST-PERSON SHOOTER?

➔ In a highly unexpected move, *Metroid* has been changed in style from a third-person adventure to a first-person shooter. According to sources close to Retro Studios, the game just wasn't working well enough in its previous incarnation. It makes sense though, because Retro comprises designers and programmers who all worked on the original versions of *Turok*, *Quake* and *Half Life*.

ADVANCED SECRETS

➔ The two new GBC *Zelda* adventures have secrets in them which can only be opened up by playing them on a Game Boy Advance. By playing through the games on the new handheld system, you will be able to open up – amongst other things – a new shop, although nobody knows what it'll be selling!

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Titbits

THE HAWKSTER RETURNS!

Remember how *Tony Hawk's 2* for the N64 was canned a while ago? Well, Activision has apparently decided to do it after all. Developer Edge Of Reality (who developed the original) is back on board again, so hopefully the latter's experience will bring about a swift translation.

RARE GETS RUDE... AGAIN

Rare has registered another two trademarks. The last one that it registered was 'A Shot In The Dark'. The latest two are 'Conker's Other Bad Day' and 'Grabbed By The Ghoulies.' This doesn't mean that these are actual games in development, but they are at least in the concept stages, otherwise Rare wouldn't have bothered registering them.

THE FUTURE'S PURPLE

The GBA design team has revealed that the main colour scheme for the GBA is going to be purple, so as to be in keeping with Nintendo's new adopted colour of choice. The purple hue is therefore going to be at the heart of all their promotions. Does this confirm that the main colour for the GameCube will also be purple? Maybe, we'll all just have to wait and see!

Advances Are Better!

Okay, okay, so we might think that delays are good, but that's as far as the GameCube is concerned. With the GBA, there are so many games in development that there won't be a shortage of launch titles – in fact, many titles are already finished! Wouldn't it be great if the launch was actually brought forwards? Your wish is our command. NOA announced this month that the official release date for the GBA has been brought forward from July to 11 June. No real reason was given for this, but if the goods are ready, why not release them? No word has been given on the PAL release yet. Our only guess is that it's still on schedule for October.



Conker Loves Nuts!

In what is becoming a bit of a regular occurrence for 64 MAGAZINE, we've got another *Conker's Bad Fur Day* advert for you. The one that we've



managed to get hold of this month is a very simple line drawing, depicting Conker as a perverse, sex-orientated character. Honestly! It's not his fault that

he always appears in these awkward-looking situations. It's just a coincidence, bad luck maybe. He's a good squirrel really...

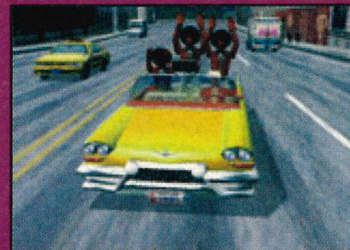
...Yeah, right!

GameCube Is A Hit

Hitmaker has gone on record this month as saying that it is currently at the concept stage of designing games for Gamecube. Hitmaker is the in-house Sega

developer behind such huge titles as *Crazy Taxi* and *Virtua Tennis* for the Dreamcast. The company is also in the middle of making *Crazy Taxi 2* at the moment. The fact that Hitmaker is working on

concepts indicates that the Gamecube titles will be completely original and not just a continuation of a franchise. With Hitmaker's proven track record, this is hardly a bad thing.



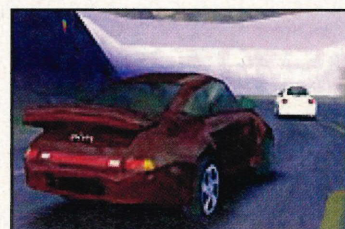
N64 Loses Two More

In a huge blow to the N64, it looks like two more titles are set to be canned. *VR Powerboat Racing* (a port of the PlayStation game) hasn't even begun production yet, but it was a planned title. The game's publisher, Vatical Entertainment, issued a statement saying that after reviewing the N64 market, it has been decided not to continue with the project. Vatical has also put a question mark over the release of the anticipated *Carnivale*. It was in our Most Wanted section a few issues back. Unfortunately, the company has had some setbacks and has had to lay off a number of its employees. This means that the 50% complete game will probably never be finished. Never mind, but to be honest we were expecting it.



Kemco's Back!

Kemco is the company responsible for the *Top Gear* games on the N64. These included *Top Gear Rally* (awesome game), *Top Gear Rally 2*, *Top Gear Hyperbike* and *Top Gear Overdrive*. The company's releases on the N64 reached double figures, but suddenly rumours started circulating that it had fallen out with Nintendo – when Kemco announced *Top Gear Daredevil* for PS2, this was pretty much the confirmation that everyone was looking for. Now it turns out that Kemco is back on track with the Big N. The firm's web-site is advertising for new recruits in the form of designers and programmers to work on GameCube hardware. A proper sequel to the outstanding *Top Gear Rally* would make us very happy bunnies indeed!





64 Magazine's Most Wanted

Tony Hawk's Pro Skateboarding 2

Come on, you know you all want it. Despite the fact that it has been out on the PlayStation for a little while now, the N64 version won't be so rough around the edges, and the control pad will be a dream to play it with.



Magical Vacation

The team behind such classics as *Secret Of Mana* is working day and night in order to get this finished. It looks gorgeous, the music is sublime, and it's bound to play like a dream. We want it now!

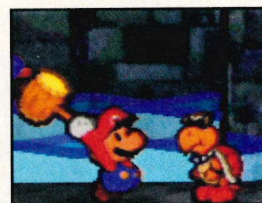


Conker's Bad Fur Day

By the time you read this, we'll be sat in a darkened room with broad grins on our faces, cackling inanely at the much-needed toilet humour in this hugely anticipated title. Lets just hope that Roy doesn't pick up some of Conker's bad habits. Doh, too late!

Paper Mario

Even though we have this in the office at the moment, Roy has has got slightly obsessed with his 2D pal, and has been hogging it for two weeks now. He won't let anyone else get near enough to play it, and as such it is still on our Most Wanted list. So there!



Metroid Gamecube

The news that *Metroid* has been changed to a first-person shooter has only made us salivate even more. The pool of talent that it Retro Studios is more than capable of taking the genre to a new level.



64

MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	The World Is Not Enough	EA	94%
2	-	Zelda: Majora's Mask	Nintendo	95%
3	7	Carmageddon	SCI	0%
4	5	Turok: Rage Wars	Acclaim	90%
5	8	Operation Winback	Virgin	86%
6	3	F1 World Grand Prix II	Nintendo	90%
7	9	Pokémon Snap	Nintendo	88%
8	-	Donald Duck: Quack Attack	Ubi Soft	85%
9	-	Tom And Jerry: Fists Of Furry	Ubi Soft	95%
10	-	ISS 2000	Konami	90%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo 46, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!**

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When I'm

Battleplans

Dear 64 MAGAZINE,

I would like to say how good your magazine is and I would also like to say how well Roy handled the letter in issue 48 from F N Gully. I thought Roy handled it very professionally and said what needed to be said.

Anyway, I am writing this letter to praise Nintendo on years of great games and original ideas. I purchased my Nintendo two years back and have always found the games made by Nintendo original. I found this when I bought *Zelda* and more recently *Zelda 2*. The ideas were the best I had ever seen. I would never have thought of making a storyline that good if I were making the games.

After a year and a half I decided to extend my collection of consoles and bought a SNES with *Mario AllStars*. Again, I found the games where different from other games like *Sonic* on the Mega Drive. Although *Sonic* involved running really fast, the other three games were boring. Mario however became more interesting. You could pick things up, fire things and fly around. This made the gameplay significantly better.

So with the GameCube on the way, will there be even more original ideas, or will it be just like the N64 only with better graphics?

Finally, what happened to your Gamewatch section? I found this section great and a good way of keeping track of upcoming games. Will you be putting it back in your magazine?

Stuart Wischhusen, Warwickshire

We're confident that with the GameCube, the range of different games and (possibly) even new genres will guarantee that the machine, if nothing else, will be innovative! Although it is pretty hard to come up with new ideas on a regular basis, at least the games that do make the grade seem fresh and fun, and that, in the end, must count for something!

As for the Gamewatch section – we found that it had got to a point where 90% of the titles listed were rumoured games which would almost certainly never come out, and the release dates for the remaining 10% chopped and changed so often as the N64 market thinned out that the listed releases were usually out of date almost before the mag went to print! The Gamewatch section was beginning to become the greatest work of fiction since Roy's expenses, and so we decided to put the space to better use –

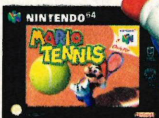
Got something you want to get off your chest? Then write in to us and let other gamers know what you think!

STAR PRIZE

Got something to say? Something that you think other gamers ought to know about? Then write to 64 MAGAZINE! The Star Letter each month wins the top four chart N64 titles courtesy of those incredibly nice people at GAME! Can't say fairer than that...



GAME



Contact details

Contact 64 MAGAZINE

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When I'm 64
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Letters may well be edited for length and other reasons. All letters are read, but as a general rule personal correspondence will not be entered into – we're pretty busy you know!

WIN!
The Top Four Games From The N64 Chart!

Prize Winner

It's All About Quality

Dear 64 MAGAZINE,

I'm writing to your magazine on several subjects really, the first being F N Gully's letter from issue 48. I agree entirely with your reaction to her letter, she seems to have a very stereotypical view of both teenagers and people living on council estates which I find very offensive.

Anyway, our time is too precious to be wasted on people like her (here, here! – Roy), so onto my next topic. I've been told by several people that the prices of N64 games are too high, and that PSX games are much better value for money. Well, all I can say to that is: Rubbish! Quality is always worth paying that little bit extra for. Anyway, I've got some great games for amazing prices, eg: *Zelda* – £15, *Wave Race* – £10, *Mission Impossible* – £5, *Star Wars Racer* – £12.99... well, you get the idea!

Since I got my N64 (Christmas 1999), I've been alternating between a few N64 magazines, and I have to say, yours appeals to me most. It still keeps a lot of humour, but combines it with some of the best reviews that I've ever read. I also really like you're A-Z of Cheats section, it's been really handy, and all the cheats that I've tried from it have seemed to work fine, so a big thumbs up to that!

Last, but by no means least, are some strange rumours that I've been hearing. Basically, I've heard that Sega are halting production of their Dreamcasts, and

planning on helping create games for PS2, X-Box and GBA. Is this true? If so, Nintendo would probably benefit from the help of Sega (*Sonic* alone would help a great deal), but then what about GameCube? Oh well, sorry if it seemed like I went on a bit! Keep up the good work guys!

Freddy Hollis, Wimbledon

Cheers Freddy, we'll do our best! We too believe that quality is sometimes worth paying for – 64 MAGAZINE is solid proof of that! As for your bargain games – it looks like you've got some pretty good deals, apart from... *Mission Impossible*? £5? You were ripped off! Unless they paid you £5 to take it off their hands!

Glad you like the A-Z, since we started putting it in the magazine, the number of 'help I need a cheat' letters in the postbag each week has dropped dramatically, so we figured it must be useful to some of you!

Onto the Sega thing – yes, as you no doubt know by now, Sega has pulled out of the hardware market and as of the end of March 2001 will have ceased production of the Dreamcast. The company has confirmed it will be producing titles for the PS2, the X-Box, the GBA... AND the GameCube, so worry not, *Sonic* may well be on his way to the N64's successor!

The top four N64 chart games are on their way to you now, Freddy, oh and by the way, are you any relation to Reg Hollis off *The Bill*?



ie: for a bigger news section. We will of course try to keep you updated on release dates within the news itself, so rest assured you're not actually missing out on anything.

Another One!

Dear Mr Nintendo Guy, (Uh oh – Roy)

I am going to ask your company loads of questions. How did you come up with the name *Zelda*? And all the names of the people in *Zelda*? Why did you call the game *Zelda* when Link does everything and he is the main character?

Can you write back to me and write all the special tips? Why can't Princess *Zelda* do all the things Link has to do?

Anyway, I really like your game.
Natalie Flanagan, Bangor

Oh good grief! How many times? WE... DON'T... MAKE... THE... GAMES! We're not Nintendo!

However, 64 MAGAZINE does go to a lot of people who DO work for the Big N, so if anyone there feels like replying to Natalie's questions, feel free to drop us a line!

Come On Nintendo!

Dear 64 MAGAZINE,

You said that the Nintendo is great, I agree about that but some of the games like *Carmageddon 64* got 0% in your magazine. People who might want to buy an N64 might think that all N64 games are like this.

But 'wow' when they see games like *WWF: No Mercy* and *Perfect Dark*, games like that really set the standard.

Nintendo should make sure that their games are above average standard before releasing them. We're really looking forward to buying *Sin and Punishment*.

Luke Denham & Robbie Targett, Eastleigh

It's probably fair to say that the only people who would think that all N64 games are like *Carmageddon* would be really stupid ones guys! After all, if they've got a copy of our mag in order to read the score then they'll also be able to read about all the other games (like



Perfect Dark and *No Mercy*) that aren't total pants! As far as Nintendo's standards go though, we're with you all the way on that!

Foreign Correspondence

Dear 64 MAGAZINE,

I regularly buy your magazine and find it very interesting and informative. I like reading the reviews of new games and find your A to Z of hints, tips and cheats very helpful.

I was wondering if there will any new games for the N64 when the new console comes out, plus, will there be a ping pong game on the new console because there doesn't seem to be one for the N64.

Luke, Lanzarote

Month by month we keep on expanding our cheats section in an attempt to make it as exhaustive as possible. If it's keeping you and many others happy, then great, we feel like we are doing our job properly. As for ping pong, well, ping pong is probably not the sexiest of sports to put on a games machine, and so the closest you're going to get will be tennis

titles like *Mario Tennis*. But who knows what the future holds? The GameCube is still holding more tricks up its sleeve than a thousand magicians! By the way... Lanzarote, eh? That must be nice! We're all jealous here in cold, cold Bournemouth!

What's Going On?

Dear 64 MAGAZINE,

I have two reasons of writing this and the first one is of complaint. Not about the mag, but of F N Gully's letter in issue 48. Now it's good that people are expressing their opinions, and a lot of the time they can be helpful, but this was just a plain daft letter to slag everything off. Sure, the mag isn't perfect, but then, what is? I mean, no mag can write to suit EVERYONE, but F N Gully just seemed a bit over-picky, I mean this: "...text is now made up of ridiculous, inappropriate ranting..." Sorry, but I like the style of the mag, it is still way above the six-year-old feel of all other mags, and you are over-exaggerating things. Even if the style of the mag does seem a bit young (which it doesn't too much) you have to remember that the bulk owners of consoles are children, and children in the console business market mean money (though I ain't calling you money grabbers), so next time F N Gully feels the need to shout off about his views in a rude,

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64 Magazine Issue 51 2001



LETTERS

A Difference Of Opinion

Dear 64 MAGAZINE

I would start off by complimenting you on having such a fine magazine, but you already know that, so I won't. Over the past few months I have been reading over your Nindex and have found it to be very useful and I never buy a game without checking there first. The games I have bought because of it include *Perfect Dark* and *Jet Force Gemini* (You may be interested to know that according to the prices advertised in your mag, games are around 36% cheaper in Australia and the Expansion Pak is around 62% cheaper). I have a question for you regarding the Nindex. Why on Earth did you give *Jet Force Gemini* only 90%?!? I know 90% is a good score, but for a masterpiece such as *JFG* it is pretty lame. I think it should get a score around 95-96% like *Goldeneye* and *Starcraft*. *Jet Force Gemini* is (in my opinion) better than *Perfect Dark* in every way except multiplayer. *JFG* is bigger, tougher, has better (albeit less) weapons, more playable characters (PD special assignments don't really count), HUGE aliens and is much, much cheaper. Before you get loads of hate-mail about me, I'm not saying *Perfect Dark* is bad (it's totally awesome), I'm just saying *Jet Force Gemini* is better except for the dull multiplayer and co-op options. If there are any people who aren't total multiplayer freaks or who don't have any friends and are looking for a truly awe-inspiring single-player experience then get *Jet Force Gemini*, NOW.

PS: I have something unrelated to tell you but before I do please lie down on a comfy sofa. Okay, brace yourself: A leading Australian magazine 'N64 Gamer' gave *Carmageddon 64* 81% saying "There's some great fun to be had".

PPS: If you lot liked *WWF: No Mercy* so much that you were "leaping off desks hitting the work experience kids with metal chairs", I hope you don't like *Power Rangers: Lightspeed Rescue*.
Nathan Binns, via email

Our score for *JFG* was based on the fact that we felt a little let-down by it. The one-player mode was fun but the multiplayer was downright awful, hence it gets a very good score but not a Gold Medal one. In the end, did it stop you from buying the game? No! We're not saying we're right and everyone else is wrong, we're just offering our opinion. Having said that – on the subject of *Carmageddon* being crap, we are right and anyone who disagrees with us is obviously misinformed, mad, or on the take! The only 'great fun to be had' in *Carmageddon* would be from forcing small annoying children that you really, really didn't like to play it – although roasting them over hot coals would probably be more humane. Oh... and no, we didn't like *Power Rangers*.

picky manner, try either putting it kindly, or not bothering, because it fills up valuable space in a quality mag.

Right, topic two, now we have that out the way. Some people have always been loyal Nintendo owners, and I am one of them, but Nintendo nearly lost that following with the N64. Yes, WE know it's a great console, but if it wasn't for the sacred *Goldeneye*, then it surely would have flopped and become an instant black paperweight. I was thinking that this reason seems to be down to the cutesy look Nintendo give their games – just look back at the N64's history. When games like *Yoshi's Story* hit, it was at a bad point, yet when *Turok 3*, *Resident Evil*, and games of the like arrived, it had a huge blast of games. It took me a whole month of waiting to get *Resident Evil*, but I still see games like *Yoshi's* going for a tenner. So with this in mind, Nintendo release a *Pokémon* N64. Why? Please, please, please, if you have any contacts in Nintendo, tell 'em to get mean and make Samus a raging mass-murderer or something, just to take that bad reputation away. Okay, maybe not a mass-murderer, but just a little harder and evil. I think that's it. Oh, a few questions if you would be so kind as to answer them:

- 1) When the GameCube comes out, how long will production of N64 games take place, as I never buy at first, 'cause the price always drops?
- 2) Is there any news on *Perfect Dark 2*, AKA *After Dark*. GameCube or N64?
- 3) Compared to the PlayStation, how will the GBA go against it, eg, specs, being able to handle frame-rates, etc?
- 4) Do you have a dedicated 64 MAGAZINE web site on the Internet?
- 5) Could we run some sort of *TWINE* competition, because I did a local one in my village using nothing but photo proof, and I thought a UK one would be cool.
- 6) Is *Banjo-Tooie* like the original, if so, I doubt I'll buy it.

PS: *Goldeneye* is better than *Perfect Dark*, and *The World Is Not Enough* is better than both of them.

Simon Hanzl, via email

Hopefully the whole F N Gully business can now be put behind us. It was nice to see people rush to our defence but hopefully now we can all just forget about it. Strange how everyone assumed Fiona Gully (for that is her) was a guy though, wasn't it? As to your questions...

- 1) Hard to say really. It all depends upon how much effort Nintendo makes with the N64 once the GameCube and Game Boy Advance appear on the scene! Sadly, it doesn't look good as many of the developers have already moved on from N64 stuff and are headed towards the promised land of the GameCube!
- 2) Forget about any *PD2* on the N64, it doesn't look likely. As for the GameCube, well, there have already been shots of Joanna in her fully rendered 128-bit form. So the future looks good for a Gamecube outing from her!
- 3) The GBA is more like a handheld SNES,

rather than a competitor to the PlayStation so statistically there is no comparison, the PlayStation is a more powerful machine. Many people believe the heyday of great gaming resided in the SNES and still pine for those kind of games, so if the GBA can replicate that nostalgia then it all looks very promising indeed for the handheld marvel!

- 4) For all of our reviews and previews plus loads more online, visit Paragon's brand-spanking new Total Games Network! Find it at: <http://www.totalgames.net>.
- 5) We may well run some kind of *TWINE* compo in the future, but in the meantime, there's always the Scorezone!
- 6) *Banjo-Tooie* is very similar to the first one, yes. But it is bigger, better, more addictive and even has a couple of *Doom*-style stages for your itchy trigger finger to busy itself with! If you don't bother with it, you might miss out on buying one of the very best games available for the N64!

Shopped Till He Stopped

Dear 64 MAGAZINE,

In all of the shops I go into I can only find 5 different Nintendo 64 games. They are *Pokémon Stadium*, *Pokémon Snap*, *Perfect Dark*, *Goldeneye* and *TWINE*. Why can't I find any other games?

Allister Mitchell, via email

Er... perhaps because you've just got some really crap shops where you live?

Lost The Plot

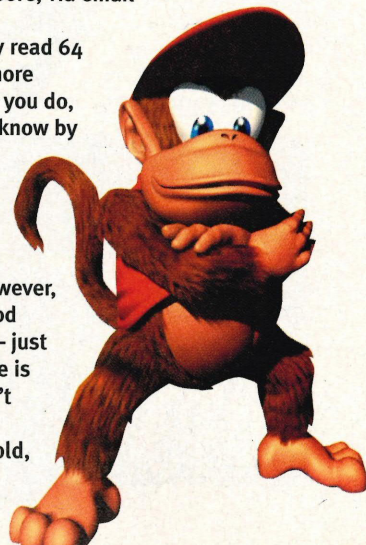
Dear 64 MAGAZINE,

This email is about how people always think that old games are rubbish, but I think that old games are just as good as the new ones (well not quite) but still I play and treat my old games as if I bought them yesterday. For example *Diddy Kong Racing* is about three-and-a-half years old but I still have a go now and again at whipping Wipzig's butt, I have had my N64 console four years and I never get tired of playing on it. One more thing before I go I have a feeling the Dolphin/GameCube is going to be an excellent machine.

PS: Is the new console going to be called The Dolphin or The GameCube?

Christopher Moore, via email

Do you actually read 64 MAGAZINE any more Christopher? If you do, then you must know by now that the next-gen console from Nintendo is called the GameCube! However, you make a good point (sort of) – just because a game is old, that doesn't make it bad (unless it's an old, bad game).





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 Diddy Kong Racing
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 Doom 64
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 Extreme G
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 Star Soldier
 Star Fox/Lylat Wars
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 Turok: Dinosaur Hunter
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Turok: Rage Wars
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 WWF War Zone
 WWF Attitude
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 WCW Mayhem
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 Zelda: Majora's Mask
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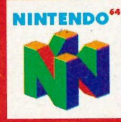
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64 sight

**See the games of
tomorrow today!**

14 Conker's Bad Fur Day

22 Mario Advance

22 Mario Kart Advance

23 The Lion King

24 F-Zero Advance

24 Magical Vacation

25 Rayman

26 Scooby Doo

28 Aidyn Chronicles





Conker's Bad Fur Day

Mad, bad and dangerously hungover!



[Above] Conker spends most of his time getting into trouble of one sort or another. Here he's just spotted the 'Mighty Poo'.

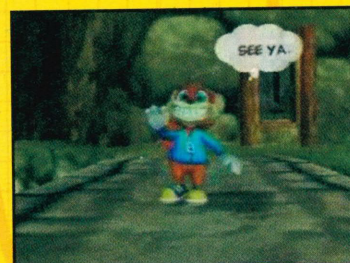


Conker's *Bad Fur Day* will soon be out in the US, which means we've finally got our hands on the full version, and we're currently beavering away at it to bring you a suitably mammoth review in time for the next issue. Which makes this issue of 64 MAGAZINE the perfect one to present you lot with a massive preview that will 'get you in the mood' for what's to come.

Anyway, enough rambling and on with the preview! Conker, as you're probably aware by now, is a squirrel, and he's not a very happy example of the species. You see Conker – like many other furry animals we could

mention, but won't, to spare their embarrassment – has always been rather fond of a bit of tippie, and it's this which has gotten him into his current predicament. You see, it seems that one day after a particularly good night of drinking down his local – 'The Cock and Plucker' – Conker's woken up to find himself in the middle of a world populated by psychotic teddy bears, talking paint pots and huge animated piles of poo. Oh... and he's also got the world's most impressive hangover to boot!

At first glance, *Conker's Bad Fur Day* looks a lot like previous Rare offerings *Banjo-Kazooie* and *Banjo-*



[Above] Well that's very nice... erm, if it's okay with you I'll just be going now, I think I left the kettle on or something...

CONKER'S BAD FUR DAY

PUBLISHER
DEVELOPER
UK RELEASE

THQ
Rare
April (TBC)

Carl The Cursing Cog

This foul-mouthed cog is called Carl. He's incredibly rude, a blatant sexist, and sounds an awful lot like Bernard Manning! However cogs (as we all know) are actually prone to split personalities, and Carl's alter-ego is Quentin, a seriously camp chap who's not exactly what you'd call a 'ladies man'! Conker's task here is to find the three female cogs that Carl has lost and place them on the appropriate pegs. Once this is done, Conker turns the cogs using the turntable just in front of them. Unfortunately for Carl, the speed is too much and he ends up on the floor, giving the three female cogs the chance to exact a bit of revenge on him for his harsh treatment of them. What follows isn't very pleasant at all!

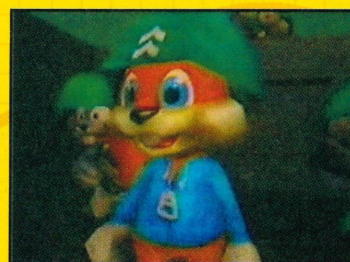




Tooie. However, regular 64 MAGAZINE readers will already be aware that this game is a little different. Whereas both *Banjo* titles were tremendous fun to play with a fairly lively level of humour, they were both nevertheless good clean family fun. *Conker's Bad Fur Day* however...

isn't. It's got more violence than *Reservoir Dogs*. It's got more sick humour than an entire series of *South Park*. It's more depraved than *A Clockwork Orange*. Or to put it another way: it's the most promising game to appear on the N64 so far!

Why are we getting so excited? Because maybe we're a little tired of sanitised gaming. We're tired of defeating armies of bad



[Above] Woh-oh-oh... you're in the army now! Conker's night of drinking has some unexpected consequences!

guys by bouncing on their heads with our bottoms or hitting them with eggs. We're tired of watching cute characters deliver cute lines in cute situations. We're tired of everyone in Nintendo videogames being so nice to one another! People reckon that videogame violence begets violence in the real world? Try playing *Yoshi's Story* solidly for six hours and tell us that it doesn't make you want to go out and



Putting It In Context...

Fairly early on in the game Conker encounters Birdy the Scarecrow. He's rather fond of a tippie every now and then... well, more now than then, and so he's usually intoxicated. When Conker runs into him here, our squirrel hero has got something of a hangover, and Birdy explains how he can sort this out. Scattered throughout the game are 'Context Sensitive' buttons, which – when Conker stands on one and presses B – perform a function specific to the situation he is in. So in this case, pressing B results in Conker downing some Aspirin which cures his hangover. The Context Sensitive buttons are an integral part of the gameplay in *Conker's Bad Fur Day*, so you need to keep an eye out for them!





[Above] Incoming! Conker remembers at the last moment that he forgot to pack his parachute... look out below!

I'll Have A Pee Please Bob!

Yes, no depth is too low! This game really is the most twisted that we've ever seen!



These fiery fellows are blocking Conker's way.



If he gets too near them his fur catches alight!



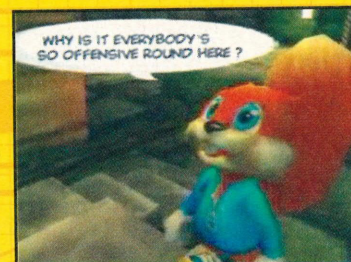
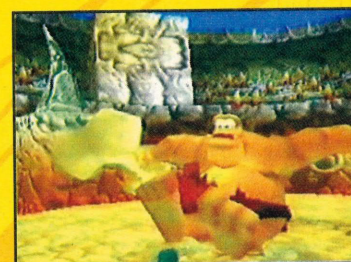
Fortunately Conker finds a stash of ice-cold beer...



...gets plastered and proceeds to pee all over them!

decapitate something! The N64 has had violent games in the past, but none that are quite as funny, quite as insightful and – most importantly – quite so much fun as this!

But anyway, back to the plot. Conker's in deep trouble this time, and if he wants to get out then he needs to make his way through countless levels of 3D platform puzzle-solving action. Only the puzzles in this game are a little different than in your average Nintendo platformer. Did we say different? We meant grosser. Sicker. Totally off the wall! No matter who you are, there's going to be



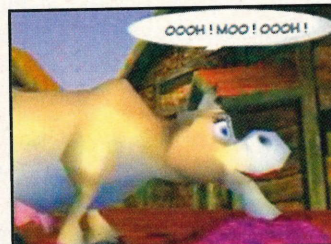
[Above] A good question Conker, and one that we'll ask Rare next time we talk to them! Where's all the cuteness gone, eh?

Manure Mooer

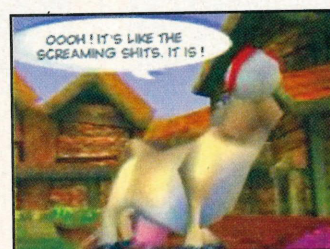
There are some really, really gross puzzles in *Conker's Bad Fur Day*. This one is pretty grim... you need to get a drain filled with manure.



First order of the day is to fill a trough with prune juice.



Once you've persuaded a cow to drink some, it starts to take effect.



Before you know it, there's liquid poo pouring out of her butt!



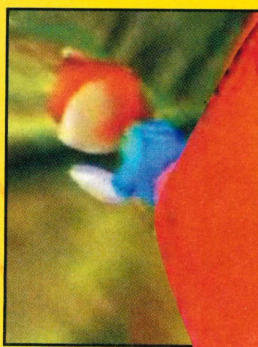
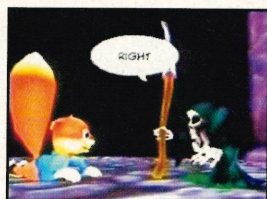
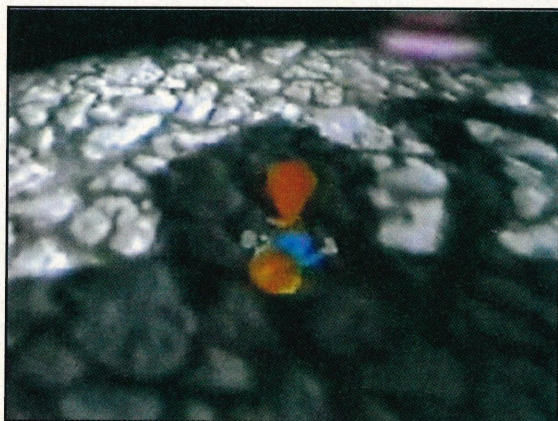
So off she races to the drain in the field to deposit her load!

NO FLASHY SLOGANS...



The Name's Gregg...

This is a Rare game, and as such you can be sure it ain't easy! Inevitably at some point in the game Conker's going to 'bite the bullet' (or spear, or boulder, or any one of a multitude of other nasty implements) and it's then that he runs into the Grim Reaper... who's about three feet tall and called Gregg. He's not all that fond of squirrels apparently, because it seems that – like cats – the furry tree rats have more than just the one life. A lot more in fact. So... good news for Conker, but not such good news for Gregg! Back to the living world for our squirrel hero!



something in this game that's going to gross you out! Exploding gaseous rats, cog sex, giants with small genitals, butchering helpless villagers to feast on their blood, swimming through sewage, squirrel massacres... you name it, it's in this game!

Of course, you don't have to take our word for it – those of you that own a US machine can probably get hold of an import copy right now – if they haven't sold out already. The rest of you will have to wait until April when it's released in the UK by – announced just as we went to press – none other than THQ! In the meantime, here's details of some of the characters you can expect to meet when the game finally arrives...

consequences of his excessive night on the town!

Berri

Conker's 'bird'... er, or girlfriend rather. Berri's pretty darn hot, even if she is a squirrel, but unfortunately for Conker she frowns on taking things to excess, particularly where

alcohol is concerned. And that's half the reason that our hero ends up getting plastered in the pub in the first place. So in fact... yes, I think we can safely say that all Conker's problems are, in fact, down to Berri! Women, they're all the same! (Complaint mail should be addressed to Paul – he likes girls to shout at him, he's strange like that.)

Birdy The Scarecrow

Like Conker, Birdy is rather fond of his drink and, also like Conker, it

Conker

The squirrel hero of the title. He may have originally started life as a cute mammal looking to find a bunch of lost presents (the plot for *Twelve Tales*:

Conker 64, the game which eventually became *Conker's Bad Fur Day*), but he's ended up as a back-talking, lustful,

money-worshipping drunk! Far from being a bad thing though, these qualities are what may well save Conker's furry butt and – just possibly – help him survive the drastic

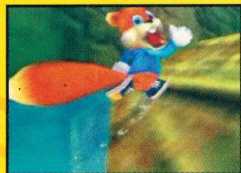


[Below] Conker spends much of his game doing his Anika Rice impression – in other words, legging it!





[Above] Conker takes the bull by the horns – literally – as he prepares to give a herd of cows some serious scatological problems!

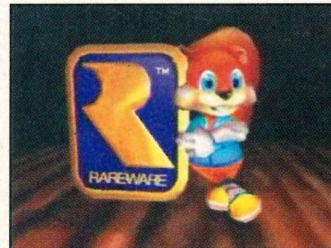
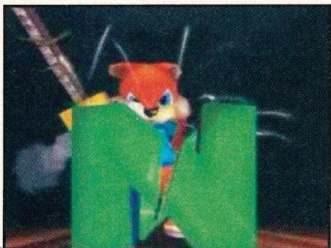


[Below] The dogfish in Conker's Bad Fur Day is a particularly vicious creature – you don't want to be in the water when he's around!



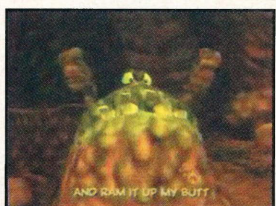
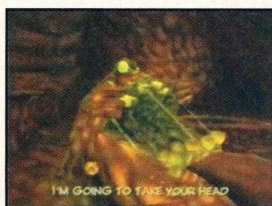
How Do They Do That?

Those guys at Rare just have no respect! It seems that nothing is sacred, not even Nintendo's beloved corporate logo! Turn on the machine and you're greeted to the sight of a terrified Nintendo 'N' cowering under a lamp, shortly before it gets torn in half by a chainsaw wielded by none other than Conker himself. The dirty deed done, Conker tosses the chainsaw, kicks the quivering remains of the Nintendo logo into the shadows, and pulls out a shiny Rare logo instead! Sacrilege!



Talking Sh*t

Just when we thought that we'd seen everything... enter the Great Mighty Poo. As mentioned last issue, this level boss is nothing more than a huge animated heap of excrement, and rather than just threaten Conker in the normal way he sings his intentions, opera-style! His method of attack is to throw lumps of himself at Conker, and our furry hero must stop him by lobbing rolls of toilet paper into his mouth. Like everything else in *Conker's Bad Fur Day*, the Great Mighty Poo is beautifully conceived and we couldn't help but find ourselves humming his song around the office! In fact stick a pumping bassline under it and the song would be a sure-fire club hit!



NO EMPTY PROMISES...



Fat Rat Splat

Gross? You haven't seen gross until you've played this game!



This rat has a bit of a gas problem...



...feed him cheese and he starts to bloat.



Until his body can't take it and he explodes...



...so that this is all that's left!

[Below] Another of the strange creatures that Conker encounters – and like the rest this one just wants to give him a good kicking!



tends to adversely affect him. He does however have a great deal of information on the world that Conker's ended up in, and is therefore often a useful chap to speak to, if you can find him, and if you can understand what he tells you when you do!

Franky The Pitchfork, Ron the Painpot and Reg the Brush

Apparently Franky is pretty stupid, even for a pitchfork, and let's face it, when did you last see one of them appearing on *Mastermind*? He is, however, incredibly loyal to all of his friends. Like Ron and Reg for instance, who spend most of their time thinking up new ways to insult him.

Wayne

This berserk bee is the leader of a very dubiously named gang. Actually, he might be a wasp... oh who cares, they all spend their lives tracking down innocent kids and stinging them just when they're least expecting it, the stripy bastards! Er... anyway, Wayne and co are out to cause all the pain and misery that they can, so watch out for them!

Mr King Bee

Yet another alcoholic, Mr King Bee has disappeared from the hive leaving Mrs Queen Bee to hold the fort. This isn't good news when there are people like Wayne and his gang roaming around looking for trouble!



Teza, Baza, Noza and Jiza

As if you couldn't tell from the names, these guys are stereotypical Scousers. Scousers with a difference though – they're all dung beetles! Yes, all they do is wallow around in huge, steaming lumps of old poo every day – how's that for a top job?

Wilma, Doris and the Brute

Wilma and Doris are catfish, and snooty ones at that! They're currently in a bit of a predicament though, because their carefully hoarded funds have been stashed away where they can't get at them, guarded by a murderous dogfish called Brute.

Carl/Quentin

Carl and Quentin are actually one in the same, being as they are (or as he is?) the two halves of a cog with a split personality. Carl tends to be on top most of the time,

[Below] He may be a squirrel, but Conker's got ambition! When he gets the chance for some easy cash, he jumps at it!



but maybe that's because Quentin just likes to be dominated (ooer!)

The Tediz

Yes, forget cute and cuddly things that keep you company when you're in bed, these guys have just one thing on their mind – death and killing. Well okay, so that's two things. The Tediz are tough as nails and they've just invaded the grey squirrel homeland which can mean only one thing... War!

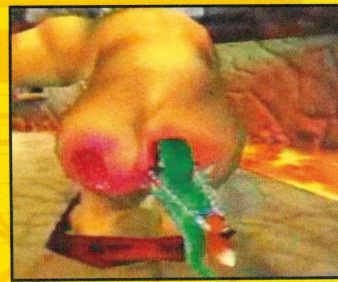
Death

He's not quite what you'd expect from the Grim Reaper. Most people's first impression is that they 'thought he'd be taller'.

The Panther King

Reputedly more than 300 years old, the Panther King does not like squirrels. Bit unfortunate for anyone who happens to fit that description really... ■

[Below] You really don't want to know what is happening in this picture... trust us, you really don't.



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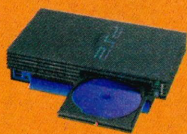
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Mario Advance

Mario gives us lessons in perfect gameplay!



[Above] He-he, the old Power Switch trick, eh? That switch must be as light as a feather for 'ickle Peachy to be able to lift it by herself.

[Below] The red Koopa shells are back in full force, and they're spikier than ever. That's going to hurt if you fall on it, isn't it?



What kind of hardware launch would it be without a Mario title? Nintendo's unrivalled secrecy has meant that the world only found out about the existence of *Mario Advance* just after Christmas. It must tape its employees' mouths shut or something! The GBA is due out in Japan in a couple of days, but we still don't know that much about the new Mario title. What we do know, is that it will play in a similar style to the *Marios* of old. For those of you who have had



the pleasure of playing *Super Mario Bros 2* or *Super Mario All-Stars*, you'll know that the plucking and throwing gameplay created a whole new atmosphere for the *Mario* series, one which has its own little corner in our hearts.

The four-player mode sticks you in a battle arena, and allows you to

choose from Mario, Luigi, Peach or Toad. There may well be others, but they have yet to be announced. With a plethora of new levels and battle stages, you can expect this title to sell on a 1:1 ratio basis with the hardware, come 21 March!

[Below] It's a big smiley face! Or perhaps it's a door to the next section? Toad looks confused either way...

[Below] One of the Koopas hides in the warp pipe as Waluigi grows a clone out of his head. That'll be those mushrooms...



MARIO ADVANCE	
PUBLISHER	Nintendo
DEVELOPER	Nintendo
UK RELEASE	TBA

Mario Kart Advance

The all-night deathmatches have returned!



[Above] This track is straight out of the N64 version, albeit a little less hilly. You're in 7th place. Use your shells, stupid!

[Below] It's the final lap: first, second and third place are all in sight, and Mario has a lightning. Looks like he's won then...



When the original *Mario Kart* came out on the SNES, it created a whole new genre. Nothing quite like it had ever been seen before. The SNES's Mode 7 sprite-scaling abilities combined with the spot-on handling to form a style of gameplay which is still unrivalled to this day. While the N64 update was a great game, it didn't quite capture what the original was all about. With the third instalment, Nintendo has listened and learned – the engine is based on the SNES classic. The four-player link-up mode was used to show off the power of the GBA at last year's ECTS.

Needless to say, everyone came away impressed. The handling of the game is very close to its 16-bit cousin, but thankfully, ideas have also been drafted in from the N64 version. As an example, the triple homing shells are back in full force!

Some of the courses are based around the

[Below] Shooting reds on sharp corners is always a bad idea. One slip, and it'll come straight back at you!



Mario 64 world, and some are straight out of the retro files, although a full roster hasn't been released yet. The character selection screen has already been allowed to slip out – it's the same line-up as the SNES version. It seems like Nintendo is purposely trying to recreate the fantastic atmosphere from all those years ago. Cross your fingers!

[Below] Toad has always been called Kinopio in Japan. It doesn't sound anything like Pinnocchio... no really!



MARIO KART ADVANCE	
PUBLISHER	Nintendo
DEVELOPER	Nintendo
UK RELEASE	TBA



The Lion King: Simba's Mighty Adventure

In the jungle, the mighty jungle...



[Above] Welcome to the first annual bug leaping contest. Our first contestant is Simba, who's already impressed the judges!



[Above] He was told that if he followed a star, he would be lead to a magical place full of surprises and stuff! They lied, of course!

[Below] Be careful of all those spikes, you little scamp, or you'll do yourself a mischief! Oh, and don't play with scorpions either!



It is probably safe to say that one of Disney's finest animated films of the last ten years was *The Lion King*. The franchise has already taken one bite out of the Game Boy and it looks like this sequel (of sorts) will be a great deal better!

Although classed as a whole new story, *Simba's Mighty Adventure* incorporates both of the plots of the two *Lion King* movies (yes, even the less well-known straight-to-video sequel) to form a brand-spanking new quest. The levels are based on many of the main environments from the two movies and pit you against many of the enemies too. This means there is a very good chance you'll bump into Scar, the Hyenas and Scar's twisted sister Zira along with many others. It's familiar platform fare – although there are some other styles throughout the game which involve you escaping from a stampede and avoiding deadly crocodiles (or alligators, we're not quite sure). The game follows Simba through the stages of his life, as in the film, so at the beginning you play Simba as a cub and then later on as a fully-grown lion.

Throw in those lovable funsters Timon and Pumbaa, who

crop up in a series of mini-games between levels, and you've got what is shaping up to be a very promising title. Visually, the game looks rather grand and it even has a few animal sounds dropped into the mix for good measure. Expect to see a review next issue! ■



[Above] First rule of the wild is this: Always creep up on a lizard and then proceed to frighten the life out of it. Er... we think.



[Above] This is just like a scene from one of those wildlife documentaries on the BBC. Any minute now that lion is croc food!

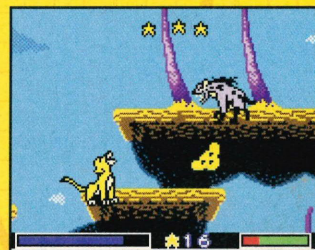


THE LION KING: SIMBA'S MIGHTY ADVENTURE

→ PUBLISHER	Activision
→ DEVELOPER	Toru Games
→ UK RELEASE	Out Now



[Above] This bonus game gets you involved in some serious worm wrestling. Careful now, they're wet!



[Above] This is a scene from that new blockbuster, 'Hidden Lion, Crouching Hyena'. Looks kinda odd!



F-Zero Advance

Stuff Wipeout! F-Zero is back!



[Above] The 16-bit version allowed you to get a turbo start by pressing the accelerator at a certain time. Will this option be left in?

[Below] The original SNES font has been used, just to add to the feeling of nostalgia. Hey, we're not complaining...



If you piled Nintendo's franchises on top of each other, you could probably reach the moon (Shut up, you're mad – Roy). F-Zero is just one of the more popular ones, and one that Nintendo will come back to time and time again. Like Mario Kart, it debuted on the SNES – in fact, it was a launch title and along with Super Mario World, it sold bucket-loads of machines with its futuristic style and solid gameplay.

As far as we can tell, the GBA incarnation plays and looks identical to the near-perfect SNES original. The only difference is that there are new tracks and new hover-cars.

There won't be any of the loops from the N64 version, but this could well be a good thing. F-Zero X didn't feel as solid as the original – hopefully the flatter tracks will bring it all back. These screenshots show off some of the new tracks. One of them especially, looks very complex, but you can rest assured that every corner has been designed to perfectly compliment the handling of the vehicles. ■

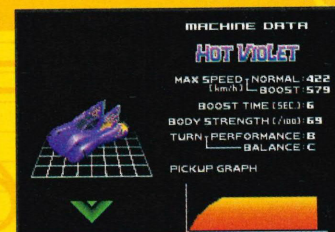
[Below] Some jumps can only be crossed when you are travelling at a certain speed. Otherwise, you're sleeping with the fishes.



[Above] That gravelly stuff at the side of the track will slow you up by powering down your anti-gravity units.



[Below] The graph highlights the particular strengths of the hover-vehicles. This one's top speed is naff.



F-ZERO

PUBLISHER
DEVELOPER
UK RELEASE

Nintendo
Nintendo
TBA

Magical Vacation

Who needs Squaresoft when you've got Brownie Brown?



[Above] Hmm, we might have a bit of a problem speaking to these people. They're all hat and no mouth! Bunch of freaks...

If the screenshots of this game look familiar, that's because their style bears an uncanny resemblance to the SNES RPG, Secret Of Mana. From the pastel hues to the character design, Magical Vacation smacks of the Squaresoft hit. The reason for this? It's being developed for Nintendo by none other the Squaresoft off-shoot team, Brownie Brown. You may remember, that a couple of issues ago, we brought you the first shots of this title along with the news that a team had broken away from Squaresoft and was developing its first title for the GBA.

By some small miracle, the graphics are on a par with (if not better than) Secret of Mana 2. You

can expect a great storyline to complement the action, but Nintendo hasn't said what sort of combat system it's using. You would expect the battle sequences to follow the real-time system of Secret Of Mana, after all, most of Brownie Brown was closely involved with that series' coding and development.

The only other thing that we definitely know, is that the playable characters take the form of magician's kids, who are plunged into a parallel dimension against their will. They must

[Below] It's going to be a tale of magicians and huge castles. You know the score, right? Still can't wait to play it though.



work together and combine their magical powers to get back home. As soon as we get more news on this exciting development, you can be sure that we'll pass it on. ■



[Below] This screenshot especially, looks very similar to Secret Of Mana. Blue frogs though? Kill 'em all we say!



MAGICAL VACATION

PUBLISHER
DEVELOPER
UK RELEASE

Nintendo
Brownie Brown
TBA



RAYMAN

64SIGHT

25

Rayman



[Above] It seems that it's not just Rayman who's lacking a few limbs – all the characters in this game are completely armless! Sorry...



[Above] This will be a familiar sight to anyone who's played the original 2D Rayman. Looks pretty good though, doesn't it?

Mr 'No Limbs' comes swinging onto the Game Boy Advance!

The Rayman series of games has been a very profitable one for Ubi Soft, selling more than nine million units on various different formats to date. It was inevitable therefore that the little fellow with the big nose and no limbs was going to eventually find his way onto the Game Boy Advance!

Based on the very first Rayman game which appeared on the PlayStation, PC, Sega Saturn and also the somewhat less successful Atari Jaguar, the GBA version of Rayman features over 30 levels of sideways-scrolling platform action which have been optimised to make the very best use of the GBA's impressive colour palette and hefty screen resolution.

The plot behind the game is that the dastardly evil-doer Mr Dark (you can tell he's a nasty piece of work with a name like that) has gone and imprisoned all of

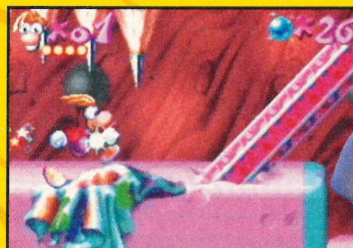
Rayman's friends the Toons (who seem to spend the majority of their lives being

incarcerated by some unfriendly fellow or other).

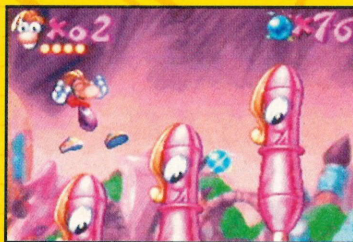
Rayman must make his way through the various levels, rescuing his friends along the way, for which he earns himself new powers. These new powers can then be utilised on levels he has already been to, to allow him to access new areas.

Rayman on the Game Boy Advance, because it's an update of the original game, is primarily 2D rather than the 3D that N64 owners

will be more familiar with. However, from what we've seen of the game so far, the graphics look absolutely outstanding and Rayman himself is just as versatile as ever – flying, grabbing, swimming, punching and swinging around like Tarzan on Pro-Plus. Definitely a Game Boy Advance title to watch out for! ■



[Below] The graphics are looking lovely, if a little, er, bizarre. Rayman lives in a crazy place alright!



[Below] Look at Rayman go! Our big-nosed limbless hero could certainly give Michael Jackson a run for his money. That's what we CALL an airwalk!



[Below] Rayman's answer to British Airways certainly raised a few eyebrows in the 64 Magazine office!



[Below] After years out of the limelight, Puff The Magic Dragon had become bitter. Coincidentally, he didn't have any limbs either.



RAYMAN	
PUBLISHER	Ubi Soft
DEVELOPER	Ubi Soft
UK RELEASE	TBA

Scooby Doo: Classic Creep Capers



A Great Dane in the palm of your hand!



[Above] *I want a million dollars. Wuaa, ha, ha! And while you're at it I'd like a cuddly Pokémon toy and a copy of Razzle!*



[Above] *Look into my eyes, you are feeling sleepy... I have you in my power. When I snap my fingers... you will lend me a fiver!*



It seems Scooby Doo is more popular these days than he ever was. Everywhere you turn he's there, sniggering away, eating his own body weight in hamburgers and running away from ghosts. He's been on TV, video, he's set to appear on the big screen. He's already had his N64 debut and now it's time for his appearance on the good old Game Boy Color.

This particular case pits the gang against a ghostly jewel thief and a mad scientist who's intent on creating the ultimate robot slave. It may sound a little bit bizarre, but when has that ever stopped our intrepid team of spook spotters?

The main difference between this game and its 64-bit brother is that you can now control any member of the team, not just Scooby and Shaggy.

This game is a little bit more challenging too! You must collect various objects in order to rescue kidnapped team-mates and also find a disguise so that Shaggy can sneak past enemies. Unlike the N64 version, this time around there seems to be more focus on puzzle-solving rather than simple treasure hunting.

Whether this improves the actual game... well, you'll just have to wait to find out – expect a full review next issue. ■



[Above] *Oh no. It's Freddie Krueger! We've never had to deal with that kind of thing before! What are we going to do Scoob?*



[Above] *Shaggy puts on a cunning disguise – unfortunately Scooby's still pretty darn recognisable!*



They won't even know it's me!

SCOOBY DOO: CLASSIC CREEP CAPERS

PUBLISHER
DEVELOPER
UK RELEASE

THQ
Digital Eclipse
March

Aidyn Chronicles:

Travel with us to a realm of myth and legend...

[Below] *This bloke has clearly been spending FAR too much time down his local gym – I mean, look at those pectorals!*



[Above] *O-kay. Erm, well, I think it's fair to say that this is not someone you want run into late at night down a dark alley!*

If you want to be a top fantasy hero, destined to save the land from evil, then there's a few prerequisites you should be aware of. Ideally, you need to have been orphaned at birth (or preferably earlier), with the result that some kindly soul has taken you in and raised you as their own, thus concealing the fact

that your ancestors were all famous heroes. Secondly, you really need to have a best friend who's keen on adventuring, but not quite accomplished enough to be a hero themselves and so ultimately ends up being your loyal sidekick – preferably with the potential for plenty of comedy asides. Finally, you need to live in a peaceful, picturesque land where everyone loves one another and all is good, until ultimately some kind of evil casts its dark shadow across the land. Oh... and you've got to have a daft name.

The man with the strange moniker in this case is Paul... sorry, sorry... make that Alaron, and he's a 17-year-old squire in the castle of Duke

[Above] *"What are you looking at? You never seen someone with the body of an American wrestler and the head of a pygmy before?"*

Lloyd (who took him in as an orphan baby, raised him as his own, yadda, yadda yadda). Our game begins with Alaron getting mugged whilst out on patrol in the wild, wild wilderness (what's he doing patrolling in the wilderness anyway? Surely there's nothing to keep an eye on, otherwise it wouldn't be the wilderness, would it?) and left for dead. Luckily, a nice old wise woman, who also happens to be wandering in the wilderness, finds Alaron and – rather than cooking him in a big pot inside



[Above] *He'd told the King not to build the castle without decent foundations, but did the old fool listen? Well, did he?*



**AIDYN CHRONICLES:
THE FIRST MAGE**

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Atlas
THQ
May (TBC)

The First Mage



her gingerbread house – nurses him back to health... almost. You see it turns out that Alaron has been poisoned by Goblins (who were also wandering in the wilderness – must be quite a busy place!) and the poison is incurable by normal means. Alaron must therefore travel to see the noble and ancient race of the Mindori, who are themselves having a few problems with Goblins... and so the quest begins.

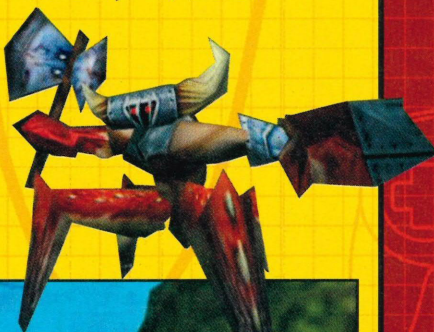
Aidyn Chronicles is – in case you hadn't guessed by now – an RPG, which means that you spend much of your time wandering the land of Aidyn, chatting to and/or fighting with the various people and creatures that you encounter. The game claims to have a fully 3D environment in which everything you can see you can walk to, with no loading, no black screens and no need for transition FMV. This is quite a claim as it means that at all times the game presumably has the

whole of the map stored in its memory – that's no mean feat, we can tell you!

From what we've seen of it so far, *Aidyn Chronicles* looks like being a must for all fans of the RPG genre – the list of weapons and magical objects which you can find and utilise during your quest is practically endless and the variety of different creatures that you encounter within the game world is pretty darn impressive too. Whether *Aidyn Chronicles* can succeed where previous titles like *Ogre Battle 64* and *Holy Magic Century* failed though – ie: in providing N64 gamers with a truly immersive fantasy adventure game – remains to be seen. We'll let you know just as soon as we get our hands on the final code! ■



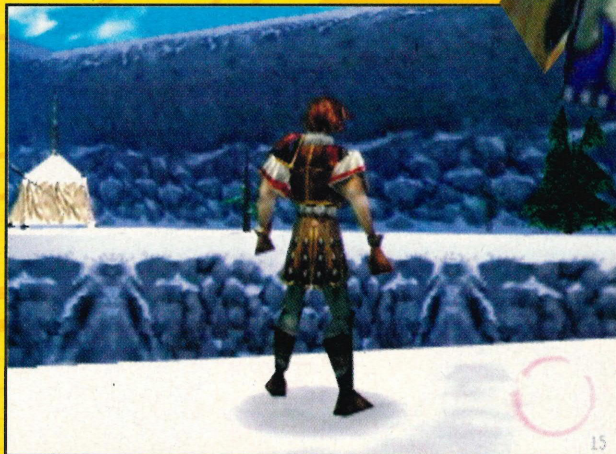
[Above] "I've found the clue, stop the clock! Let's see: 'My first is in Bottom, but not in Top...' oh, I hate these!"



[Below] And lo it was written in blood: 'Beware the great horned God, for he is very great and he also has horns.'



[Below] Looks pretty nippy in this part of the land – you'd think he'd put on something a bit warmer than that leather skirt!



[Above] Journal, Day 132: 'Still no end to the desert, I haven't seen a living soul for weeks and I'm down to my last Cup-A-Soup.'



[Above] "Damn, and I really wanted to go to the pub! Do me a favour and tell him I'm off fighting dragons or something?"

▶ BUT IS IT ART?

FEATURE

Written by:
Paul Gannon

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But Is It

Thursday 8 February 2001 saw the finale of the first ever Game Boy Color Photographic Awards. The awards ceremony took place at the Candid Arts Centre in London, and a discerning eye was required to judge the entries. Paul's always shown a particular talent for finger-painting, so we decided that he was the best qualified to go along and check things out...



[Above] Once again, after too many drinks, this poor Game Boy decided to drown itself. It left behind a couple of carts and a mistress.

I may not know art, but I know what I like! That's the saying isn't it? Well, I'm no art critic but when Nintendo decided to have an exhibition for its first ever Game Boy Color Photographic Awards, I have to admit that I was more than a little bit interested with what images the handheld honey could inspire. Nintendo had asked photography students the length and breadth of Great Britain to choose from one of the six Game Boy Color colours and "create an image that reflected the aura of that particular colour". Each colour was to represent a particular feeling or mood. So, for example,

cerise (that's pink to you and me) suggested lust and passion whilst turquoise represented cleanliness and communication. It wasn't just the colour that had to be in the picture either, it was also important that the

[Above] They may well have looked like oddly-dressed guards, but look into their eyes and you'll notice the evil red glare. They are here for your friends, your kids, your lives and eventually total world domination.

Game Boy itself was incorporated into the image!

So, were the entrants up to the job? Well, it seemed so because the competition received over 250 entries that all met the aims of the

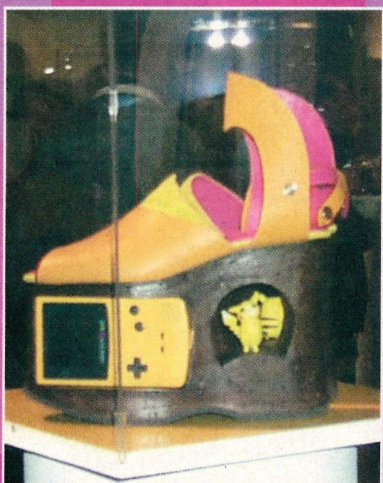




ART?



[Above] Hello, I like your suit! May I borrow it for this hen night I'm performing at as an 'AA Man-a-gram' tomorrow night? Go on, please, I've got the sexy music and everything!



[Below] This shot was taken just moments before Paul paid a terrible price for scoffing a whole tray of sprout vol-au-vents.



challenge so well it was going to be hard to get them down to just thirty!

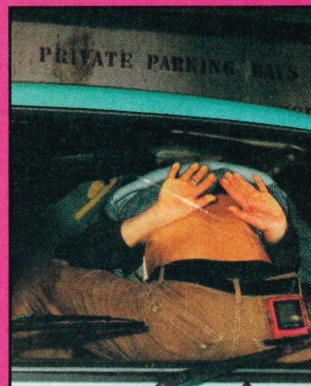
Obviously this was a job for a carefully-crafted crew of judges and so the panel of art critics assembled by Nintendo included Lynne Cullen, Picture Editor of *The Independent*, Andreas Laeuffer, Art Director of *Tank* magazine and Shelly Friend from Nintendo UK. The prizes for the awards consisted of £2,500 for first place, £1,500 for second and £1,000 for third, plus all the finalists received a lovely Game Boy and a copy of *Mario Tennis* for their troubles. All the pictures were of the highest standard and the judges strongly expressed how difficult it was to choose the final thirty and, of course, the top three. But then again, they were bound to say that, weren't they? Saying 'well, all your efforts were a bit pants, but I suppose we'll give the prize to that weird-looking moody bloke in the corner' just wouldn't have sounded right, now would it?

But who were the final three? Well, if we told you that now, there would be no point in reading the rest of this article, so I think we'll keep that a secret for a while. Unless you read the boxout to the right! Rats!



And The Winner Is...

First prize went to Paul Abbit from Falmouth College of Arts for his 'interesting' image of, well, see for yourself...



"My original intention was to shoot the image in a multi-storey car park, but on arrival it turned out to be closed. Instead the shoot took place in the loading bay just below the car park. I thought that the atmosphere would help bring out the colour of the Game Boy and help

emphasise the aura of the colour. My main two intentions were to avoid obvious physical contact which represented the atmosphere of the Game Boy. This would mean that there would be no direct restriction if it was used for any form of advertising. Secondly I wanted to add a bit of humour to it, hence the hands and the cracked windscreen."

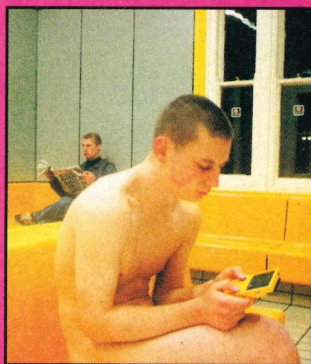
Second prize was awarded to Thomas Butler, again from Falmouth College of Arts. His photo 'jumped the gun' a little by showing Thomas already winning the award. Cheeky? Maybe! But funny, certainly!



"When [I had] the idea for this image I was worried that it may come across as being a bit too cheeky. I wanted to make an image that

would make the viewer smile, and at the same time perhaps give the judges something different to look at. I took several images and created this final collage using PhotoShop. Hopefully when you look at the image you know that it's in the Optimism category, but more importantly I hope it makes you smile."

Finally, the third prize. This was collected by Daniel Moulding of DeMontfort University for this image of a stark naked man. Roy doesn't like naked men in his magazine (fair enough), but this is art so therefore it's tasteful by its very nature. Or something. Besides, it's silly...



"I was catching a train from Lincoln train station and noticed the waiting room was bright yellow. I had to shoot, it was inspirational! A friend called Chris Corden agreed to pose naked whilst playing the Game Boy Color in the cold. Another model

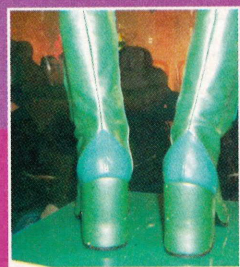
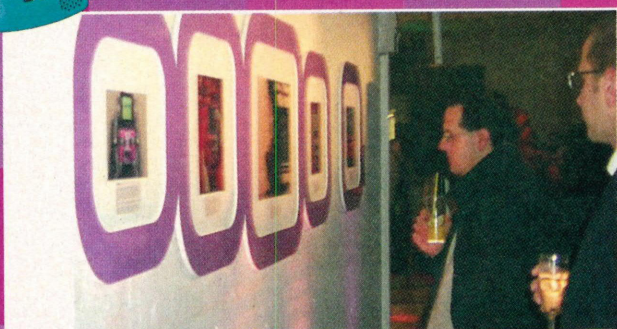
was required to sit in the background pretending to read a newspaper but glancing over and saying: "This is a waiting room, not a nudist camp!"



BUT IS IT ART?

FEATURE

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Vogue

The finalists' work was displayed in London at the Candid Arts Trust, Islington and so both Jem Roberts (who works on TOTAL GAME BOY magazine) and myself decided to jump on the next coach out of Bournemouth and go to the bright lights, congested traffic and crowded streets of London. However, from this point on, things went a little awry. Although not totally relevant to this feature, our quest to cover the awards became slightly more difficult due to the heavy congestion on the motorway, and meant that getting to the event on time was probably not going to be a sure

thing. As time passed and traffic slowed, it was beginning to look as though we were never going to get to London, which alarmed us greatly. There would no feature, no pictures and, horror of horrors, no free booze – aaaagh! There were times when we considered getting off the coach and continuing the journey on foot, but we then

decided that was a silly idea, and we should just sit still in the nice warm surroundings of the bus instead. Luckily, the traffic eventually cleared and the rest of the journey passed without incident. Well, apart from the problem with the toilet, but that's a whole different story and one that

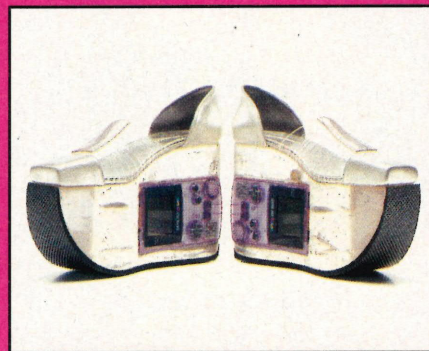


These boots aren't made for walking

*That's not what they should do
And one of these days these boots
Are going to feature Pikachu!*

All right, Nancy Sinatra never actually sung that song with those lyrics, but who cares? Well not us for a start but as it managed to open this boxout quite successfully, we're just going to let it lie for now!

The following boots, all made with the Game Boy in mind, were designed by Helen Red Richards. We hope you'll agree they are all really rather funky... if a little impractical for everyday use!





[Above] Art students, eh? What do they know, with their 'interesting' haircuts, wacky dress sense and fondness for skiving off real work! In my day...



[Above] Some journalists got a little confused during the coffee break, and inadvertently sat on the 1997 Turner Prize.

[Below] You know how you send a film to be processed and sometimes get someone's holiday snaps in with your pictures? Well...



really should be printed in a magazine for hardware fetishists. (What the hell are you talking about? Get on with talking about the awards! – Roy). Anyway, I digress.

Over Exposed

To cut a long story short, we arrived late but in one piece and unfortunately missed the actual announcement which proclaimed who the winners were. Which was a bit of a bugger. On the upside, there was all that free drink, and because we are brave little soldiers, we managed to find solace in that. However, the booze instilled an evil within us. There was a point when Jem took on all three of the security men (dressed, as you'll see from the photos, in rather odd two-tone uniforms) in a battle of wits. He challenged them with his theory that

all phallic imagery was pornography and, as a consequence, it belittled the act of making love and the balance of power between the sexes. Their answer involved a punch-up and the words "smart arse". Jem got the last laugh however; he managed to scream "Gits!" at the top of his voice before running off. Actually, that was all lies. None of that happened – but nothing happened for a while so we had to invent something! (You'd better start talking sense right now Paul, or you're gonna spend a week locked in a room playing *Power Rangers*! You have been warned – Roy)

Er... moving on, we decided to use the rest of the evening as an opportunity to scour the gallery and use our finely-tuned intellects to give each of the thirty images an in-depth critique. Many of the photos came under some rather harsh scrutiny and required some rather blunt comments, such as, "I think that one's rubbish" or "That's not bad, I



guess" or even "I could do better than that!" Yes, we were on form that night I can tell you! Actually, a lot of the photos were really imaginative and cleverly used the brief to create some amusing, creative and sometimes even thought-provoking imagery. Whilst the whole thing, at a very basic level, was intended as a bit of fun simply designed to use the Game Boy as a device to create something visually unique, another aim of the competition was to give some new

photographers the chance to showcase some of their work as part of Nintendo's 2001 Style

Campaign. Some of the artists, as you might imagine if you know any art students, took it all too seriously, claiming that their pieces portrayed all sorts of profound and (dare we say it) pretentious messages, while the majority just seemed to have had some fun. In the end it stands as a testament to the nature of the awards that the top three winners were possibly the cheekiest of all the entries. At the end of the day everybody had fun and (almost) no-one took themselves too seriously. Judge the results for yourself...





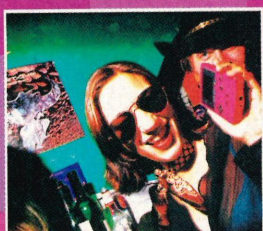
► BUT IS IT ART?

FEATURE

The Gallery

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In a similar style to that of *Hart Beat*, we now rummage through the final 27 photos and pick out ten of the best. We've chosen the pictures that either amused us in some way, contained some startling imagery or simply titillated us. For those of you who are still interested, here are our favourite ten, proudly displayed in our glorious gallery...



▲ Jem Mitchell

"The Nintendo brief interested me because of the relationships that were given between colour and feeling, and I found it intriguing to work with these in mind, to a set brief that remained open to interpretation. I decided to look past the more obvious connotations of passion and lust and shoot in a way that was more subjective. The most appropriate translation for me was a party, where everyone's individual Passion and Lust is crammed together in one room at the same time, regardless of whether it's naive Passion or uncontrollable Lust – so I went to a party and shot."



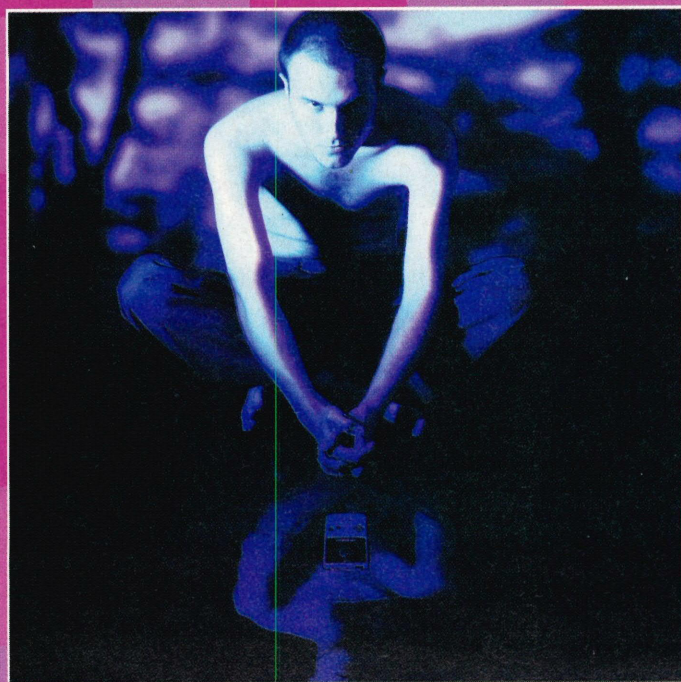
▲ Tom Fearn

"The image conveys the 'fiery zeal' of the new cerise Game Boy Colour. The introduction of cartoon-like characteristics (devils horns and tail) gives the games system a playful persona, but also associates the machine with a creature well-known for its lustful and passionate behaviour. The surrounding inferno brings into this an aura of power and otherworldliness. The statement "Better the devil you know" highlights the Game Boy's ten-year reign over similar products on the market. It has been tweaked, but never fully changed, because its original design was so impressive!"



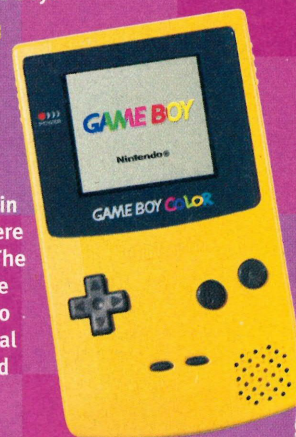
▲ Laurence Wright

"The central motif is one of ambiguity within the image. What story does it tell? Why is the Game Boy here? Has it been dropped, abandoned, perhaps it has freshly risen from the fertile earth? Is the butterfly merely warming its wings in the morning sun, or gazing with curious insect eyes upon the screen? Can a winged insect play Game Boy?"



▲ Stephen Mewbold

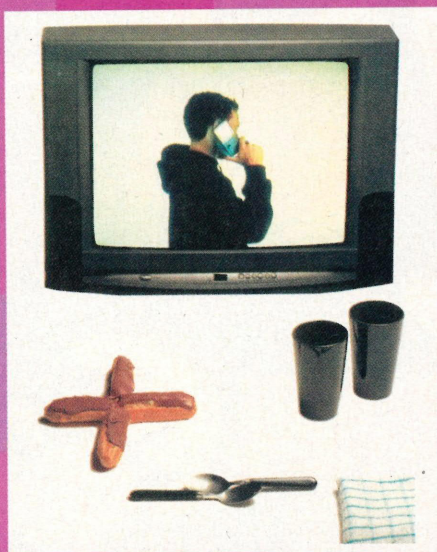
"I decided to produce an image that hinted at the emotion it was trying to represent whilst attempting to retain a sense of simplicity and elegance. The model's pose, the fact that he is looking directly into the camera, his reflection in the water and the position of the Game Boy, were all designed to convey a sense of confidence. The image is a composite of three photographs. The model and the Game Boy was shot in the studio while the backdrop image was taken at the local wood. The three elements were re-coloured and combined using PhotoShop."





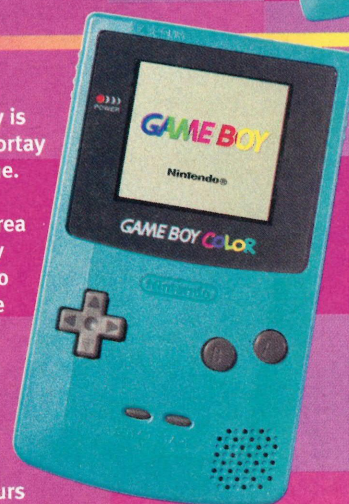
▲ Elena Pike

"Having had an action/spy/thriller video marathon, I hatched a cunning plan... The idea of wanting to get your hands on the new Game Boy Color gave rise to Brightness and Madness – low tech finger puppets trying to steal from the Nintendo art gallery. The image, Brightness, is maneuvering Madness (who is suspended from a radio-controlled helicopter) over the alarmed laser beams surrounding the Game Boy. The characters have evolved from the classic cartoon action heroes of the "brain and sidekick" variety. The simple comic-strip style appeals to the Game Boy's young target age group, while older audiences will appreciate its humour."



▲ Thomas Allen

"The image of the Game Boy is designed from close up to portray a clean-cut, coffee time scene. The lack of information depicting the surrounding area in the image leaves you only with the pieces in the shot to hold your attention, with the centre of the image describing the 21st century fascination with handheld entertainment and communication devices. As you move back from the image, the shapes and colours change from the coffee scene to reflect a Game Boy. This shows how a single Game Boy, in its construction and its use, is made up of many pieces."



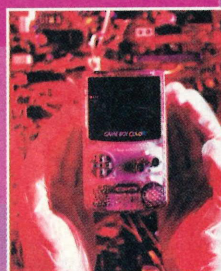
▲ Robert Thompson

"For the competition I chose the yellow Game Boy Color. My idea was to dress myself up as Van Gogh and to create a scene of Van Gogh outside working on a painting. The reason I chose this idea was because Van Gogh was known to be mad and his paintings were bright and colourful. I found a reproduction of a Van Gogh painting in a book. The scene in the painting was amazingly similar to a spot in the local arboretum where I took the photograph. I made a colour photocopy of the painting and attached it to my pretend canvas."



▲ Felix Prusseit

"I thought about something that can explain "Lust" in the most obvious way. The first thing that came to mind was sex. I did not want to tell too much with the picture itself and leave more to the viewer to make their own interpretation about it. The "cigarette after" is a symbol connected by everybody with sex, yet it is something everyone can make their own fantasies about. This, combined with her innocent, quite submissive look, made for me the ideal mix. Everybody has better fantasies than a photograph can ever show."



▲ Steven Furey

"Firstly, I analysed the Game Boy brief: my initial reaction was to select the concept I was most drawn to, which was cynical and efficient for the clear purple Game Boy. I began to mind map and produced a storyboard which contained futuristic and cynical imagery. I decided to use the studio for the shoot, as I wanted to control the environment. I set the shoot on a copy stand. I used a large circuit board for the background. I covered one light with a red gel and another with a blue gel; this produced an eerie purple cast over the Game Boy, which created a cynical air in the image. I used the surgical gloves to emphasise the clinical efficiency in the final image."



▲ Amelia Gardiner

"To be cynical and efficient is to be able to complete a number of tasks quickly and without error. When situations arise where these qualities are required, robots are used. Therefore, using robotic hands in my image seemed an ideal way of illustrating cynicism and efficiency. Robots are popularly represented as machines that are ruthlessly efficient and will stop at nothing to achieve their goal. The question I wanted to ask was: "What are the hands connected to?" The photograph was produced by using Cinema 4D and PhotoShop 5.0 programs."

WHAT'S
REVIEWED
IN THIS
ISSUE!

reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

PLAYERS

The number of people who can play the game.

EXPANSION PAK

Does the game have Expansion Pak's extras?

RUMBLE PAK

Can you plug this in to shake along with the game?

Publisher Who sells it

Developer Who wrote it

Game Type What type of game

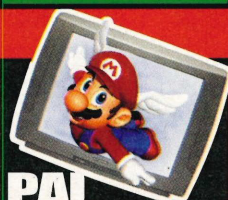
Origin Country it was written in

Release When is it out?

Price See if you can guess?

\$64,000 QUESTION

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.



MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



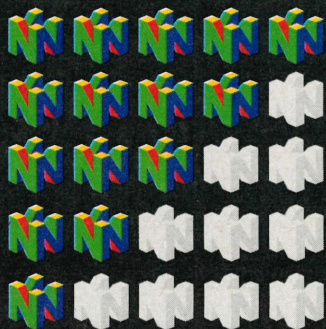
38

Paper Mario

Join a leaner, keener Mario as he sets out to defeat the evil Bowser... one more time!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near flawless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!



44 **Return Of The Ninja**

He's back! (And we didn't even know he'd gone...)

46 **Mario Tennis** The handheld version of the hit N64 title!

50 **Mega Man 64** Well he's certainly a man, but he's not very mega...



56 **Harvest Moon 2** More farming fun – Zelda style!

59 **Legend of the River King 2** Er... more fishing fun – Zelda style!

60 **Rugrats in Paris**

Those crazy kids are lost in France!

66 **Rugrats in Paris** Same game, smaller console!



68 **Aliens: Thanatos Encounter** In space, no-one can hear you bleep.

70 **Player Manager 2001** Football. It's a funny old game...

71 **Croc 2** The little green fella is back for more!



64 **BOTTOM LINE** MAGAZINE **CONTROLS**



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

THE FINAL SCORE

95%+



Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



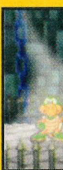
Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.



\$64,000 QUESTION

- + It's-a-him, Mario!
- + Gorgeous graphics.
- + Oodles of things to do.
- + Seven different companions to assist you in your quest.
- + Non-irritating turn-based combat!
- + Humorous dialogue.
- + Loads of stuff to collect.
- + Well-implemented 'combat experience' system.
- + An RPG with platforming action!
- Lots of trudging from place to place.
- Not as action-packed as the Mario games we're used to.

Paper



NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK

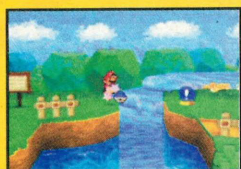


Publisher	Nintendo
Developer	Nintendo
Game Type	Platform RPG
Origin	USA
Release	Out now (import)
Price	£64.99

Mario



A paper plumber? That can't be very practical!



[Above] Mario needs to bridge this gap but he can't reach the switch. A little help from his companion Koopa is required.



MEMORY OPTIONS

- MEMORY: Stores four different saved games
- CONTROLLER PAK: Not Used

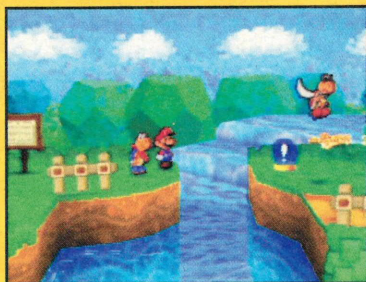
Let's be honest here – when we heard that the next *Mario* adventure to reach the N64 was going to be an RPG, we were a little wary. After all, RPGs are very much an acquired taste – not everyone wants to spend 12 hours at a time wandering round huge-yet-sparsely-populated worlds, meeting strange creatures and engaging them in turn-based combat. And then we heard that said *Mario* RPG was going to use 2D character graphics... well, let's just say that there were more than a few mutterings around the office that perhaps Nintendo was losing the plot somewhat. Of course, once

screenshots and early versions of the code started to emerge, it quickly became clear that *Paper Mario* (as the game turned out to be called) was looking like being something special, and having finally got hold of the finished game, it's safe to say that far from having lost the plot, Nintendo is more in touch with what makes a decent game than ever before! However, we're getting slightly ahead of ourselves...

Cardboard Characters

Our story starts (as *Mario* stories often tend to) in the Mushroom Kingdom, home to the famous

"Paper Mario is a game which you find very difficult to fault!"



[Below] Yes! I have the Silver Credit – with its power in my control I shall now be able to take over the world! Ah ha ha ha ha ha!

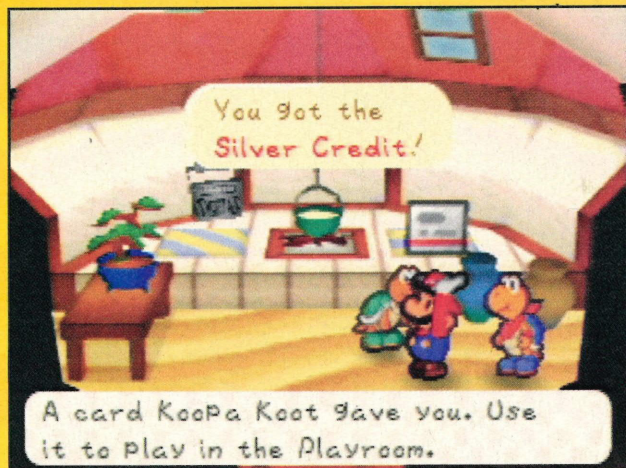
plumbers Mario and Luigi and ruled over by the lovely and not at all inbred Princess Peach. We join Mario as he and his brother receive an invite to a party at the Princess' castle – something about Peach wanting to thank the media for being nice to her, or something equally daft. However, unbeknown to Mario and the other inhabitants of the Mushroom Kingdom, far, far away beyond the clouds is a place called Star Haven where something rather bad is happening. You see Star Haven is the resting place of the fabled Star Rod, a powerful artifact which is used by seven ancient Star Spirits to watch over the world below and to grant the wishes of everyone of good heart. Unfortunately King Bowser – not being of good heart – has never had his wishes granted by the Star Spirits and he's finally got to the end of his tether. So while Mario's putting on his face in preparation for the big soiree and Luigi's trying to decide which of his 327 green caps would be right for such an auspicious party, Bowser's leading a black ops rapid-penetration team (or something slightly more cutesy) into Star Haven, and

'liberating' the Star Rod!

Of course, needless to say that once big old Bowser has got his hands on the one thing that can make dreams a reality he sets about fulfilling his every wish – which strangely doesn't include giving himself a penthouse apartment filled with lots of naked Kelly Brooks. He does however crash the Princess' party in spectacular fashion, kidnapping not just her, but her castle

Star Search

The Star Rod was guarded by seven Star Spirits, all of whom have been imprisoned by Bowser. Each time you free one, you get access to his or her powers, which you can summon during battle and which can sometimes come in very handy!



A card Koopa Koot gave you. Use it to play in the Playroom.



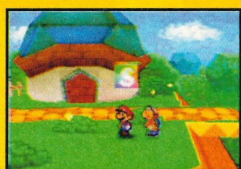
[Above] Apparently in the Mushroom Kingdom it's perfectly okay to just wander in and out of other people's houses!



[Above] Much of the gameplay in Paper Mario involves finding objects for people. Here you've discovered the book of Koopa Legends, which has some interesting pictures...

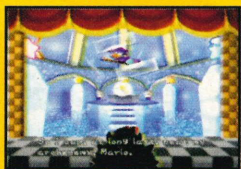


[Below] These save boxes are scattered around at strategic locations throughout the game – make good use of them!



"Looks absolutely gorgeous, and plays like a dream"

[Below] The intro sequence to the game is like a pop-up book – some of the characters are even stuck in with sticky tape!



too, and then proceeds to deck Mario and kick him out of a window. Which is where you take over.

Flat Fellows

The aim of the game – in case you hadn't already guessed – is to find and rescue Princess Peach, defeat Bowser and recover the Star Rod, not necessarily in that order. Accomplishing these tasks of course, is far from a simple activity. For starters, Princess Peach is trapped in a castle which is currently doing a decent impersonation of a small moon, and there's not even a second-hand space shuttle in sight. Then there's the fact that Bowser's been

making good use of the Star Rod and consequently the Mushroom Kingdom is populated by all sorts of hostile entities. Mario is unperturbed however, and it's up to you to help him get the girl!

The first thing that you notice about Paper Mario is the graphics – yes, you're not seeing things, they are two-dimensional. Strangely enough, this isn't actually mentioned

in the background to the game, no: 'Mario and his pals were warped into a strange universe where everything was missing one dimension' kind of thing. However, the overall look of the game is one of a pop-up storybook, right down to the way that the buildings open up when you enter them, so it seems that somebody just thought that this would give a nice look to the game. It also makes for some nice visual gags, Mario drifts into bed when it's time to sleep and gets his edges stuck in the ground when he falls from a great height – that sort of thing. Don't get the wrong idea though, Paper Mario doesn't have substandard graphics – far from it! But more on that in a bit.

Paper Platforms

First of all: the gameplay. Essentially Paper Mario is a cross between a platform game and an RPG. Like an RPG you must wander around the world, chatting to everyone to find clues and to accomplish tasks. Also like an RPG, the combat is turn-based – although with a difference. The look of the game is essentially a platform one though: generally it is side-scrolling, although Mario does have some freedom to move into and out of



[Above] Koopa Koot? What kind of a name is that? And why does he want to talk to me? I haven't done anything, have I?

the screen. He also gets to jump and – once you've found a hammer – hit enemies and objects, much as you would in a Mario platformer.

The gameplay revolves around three main attributes – Heart Points (HP), Flower Points (FP) and Badge Points (BP). HP represent how much energy Mario has. Flower Points are a kind of 'special powers' gauge, and depending on how many FP he has, Mario – or one of his companions – can perform special attacks. BP are one of the coolest things in the game. As you wander the Mushroom Kingdom you can find, buy and win a variety of special badges. Wearing these can affect how you perform in battle, for instance, wearing the Quake Hammer badge lets you perform a powerful special hammer attack which can affect many enemies at once.

Two-Dimensional Trauma!

Which brings us onto the combat. As mentioned already, the combat is turn-based, however, it's not quite the same as in other RPGs. In most games of that ilk, the emphasis is on building a character's stats and abilities, and once you enter a battle you pretty much just have to hit and hope. You know the sort of thing: 'You attack Green Orc with Sword, you do 13 points of damage. Green Orc attacks you with hammer, you take 356 points of damage, you are dead.' This can be frustrating, even for RPG fans, and as for those who

Midday At The Oasis

In the Dry Dry Desert is hidden a sumptuous oasis where you find a mysterious block with a special coin inside it...



Smack the block and it gives you the chance to upgrade one companion.



Here we chose Bombette, because she's pretty hard to start with.



A quick bit of magic and Bombette gets upgraded to Super-rank – hurrah!



During combat this gives her an extra attack option called the Power Bomb.



This enables her to perform her bomb attack against multiple enemies.

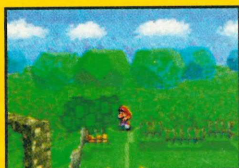
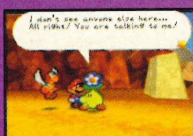
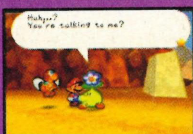


A quick bout of button hammering and it's 'game over' for three bandits!



Film Fun

There are some very surreal references to various movies in *Paper Mario*, like this strange flower creature who does an impression of Travis Bickle from the Robert DeNiro movie *Taxi Driver*!



[Above] The pipes from previous Mario games transport you to various important areas if you drop down them.



You Are Feeling Sheepy...

One of the more bizarre attacks that you can perform comes in the form of the 'Sleepy Sheep' move. This requires a special object, and when you do it, a herd of sheep comes thundering across the screen, knocking several of your opponents unconscious. Then when they're asleep, they can't attack you!



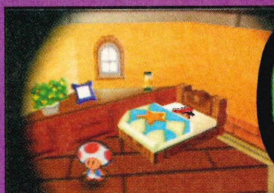
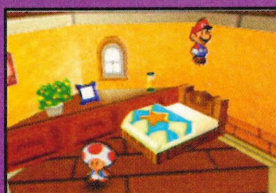
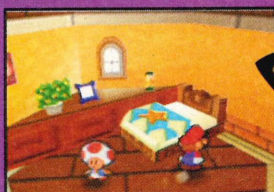
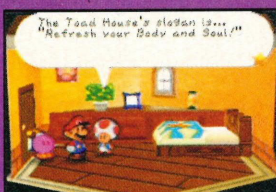
Battling... Bowser?

In the Koopa Brothers' castle (who bear a startling similarity to the Teenage Mutant Ninja Turtles, by the way) Mario comes up against this bizarre-looking Bowser. It soon becomes clear however, that it's not actually Bowser himself, but instead a 'cunning disguise' by the Koopa Brothers. It doesn't take long to cut them down to size!



Toad Hall

If you're a little low on energy and don't fancy shelling out for any HP-recovery items, you can always just pop into a Toad House for a nap. It's totally free, and after a very quick sleep Mario rises refreshed and ready to go with his energy fully recharged.



Friends Are There...

Got a puzzling puzzle? Can't work it out on your own? Then why not get a friend to help you – that's what they're there for, after all!



Here Mario has a problem: he needs to cross this gap but he can't jump that far.



Bombette isn't a lot of use for this puzzle, so we need to choose another companion.



Koopa's the man for crossing gaps (sort of). A quick tap of the C Down button...



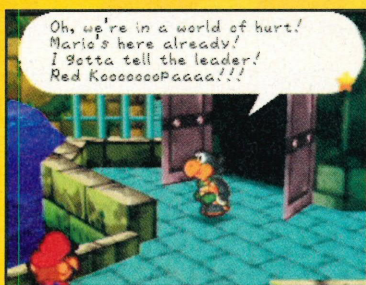
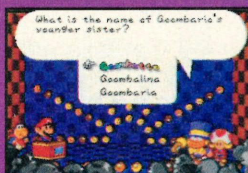
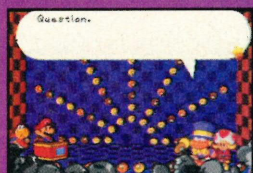
...and he launches himself across the gap to hit the switch over on the other side...



...which causes a bridge to slide out from the wall, allowing Mario to get across!

Is That Your Final Answer?

Every so often in *Paper Mario* you meet a very weird individual who claims to be a quiz show host. If you're up for it, he transports you to a suitably showbiz set and asks you about things you have learned from playing the game. Get the question right, and you win a prize!



[Above] 'We're in a world of hurt?' Someone on the programming team has obviously been watching too many action movies!

like a little more influence over their combat – well, forget about it! However, while you *are* encouraged to build your abilities throughout the game in *Paper Mario*, you do still have more control over the turn-based combat than you might expect. The badges are one example of this, and strategic use of them can mean the difference between a quick win and a potential defeat. The next thing to consider is the choice of attacks.

As he finds various objects, Mario gains new abilities and you need to decide which are best against which enemies (jump attacks are not a good idea if the bad guys have spikes on their heads for instance). The same goes for Mario's companions, who we'll come to in second. The major innovation of the turn-based combat in this game though, is the action command. This essentially adds an arcade element to the combat, and basically consists of timing button presses to increase the



[Above] When you have a new companion join your party you get a quick explanation of his or her special powers. Each companion is useful in different situations.

effectiveness of your attacks or to defend against those of the enemy. Tapping A at the right moment when doing a jump attack for instance,

puzzles and perform tasks in the main part of the game, and also used as a secondary attacker in the combat sections. The catch is that

"One of the most impressive N64 games around"

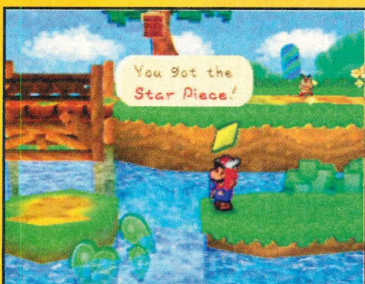
results in a more devastating double jump, and many of the badges give you the opportunity to perform sustained attacks in combination with the action command.

Foolscap Friends

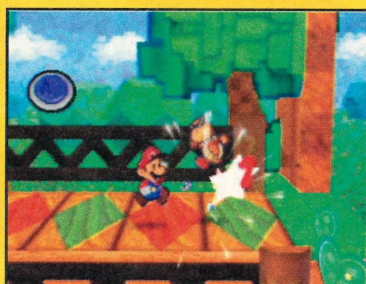
We've already mentioned Mario's companions. These are the individuals that he meets throughout the course of the adventure, who can be persuaded to join him on his quest. Once they've joined Mario's party, the companions can be used to solve

you can only have one 'active' companion at any one time, and so choosing when to swap between them is an important part of your strategy. Like Mario, the companions all have basic abilities and also special attacks, and at times you get the opportunity to upgrade these.

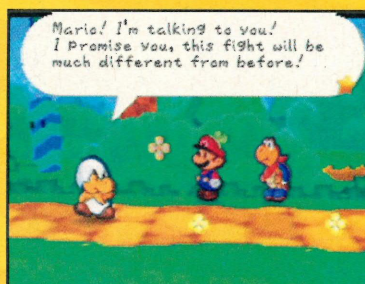
As you'd expect from a Mario game, there is absolutely loads of stuff to do in *Paper Mario*, a lot of which you probably won't discover the first time you play through it. Which is good, because if we have a



[Above] The star pieces which you find hidden around the place can be traded in for special badges if you know where to go.



[Above] Stitch that! Mario shows one of the many unfriendly inhabitants of the Mushroom Kingdom who's boss.



[Above] You want to fight, eh? But you're... what, about nine minutes old? You're not even out of your egg yet! Go home kid!



And... Action!

The action command is a very useful tactic which you need to master in order to do well in the turn-based combat sections.



When you're attacking it usually requires you to press A or flick the Analogue stick at precisely the correct moment to double the attack power.



When defending you need to watch the enemy and then just before they strike tap A to have Mario duck and cover!

[Below] Mario contemplates how he's going to deal with the bullets – should he try and bounce on them, or smack 'em with a hammer?



2nd Opinion

Rating



Despite the fact that Mario is now flatter than a kipper, this latest adventure is a guaranteed smash hit. *Paper Mario* is a marvellous marriage of platform and RPG elements to create one truly stunning adventure. Great concept, great game!

Paul Gannon

fault with the game, it's that it's perhaps a little too linear and thus a little easy to play through. The game is huge however, so while you probably won't have much of a problem playing all the way to the end, it should take you quite a while. And then even when you've finished the game, there will be plenty of things which you haven't found, such as the hidden mini-games and all manner of interesting special objects.

Graphically, as we've already intimated, *Paper Mario* is very nice indeed. In fact, the longer you play it, the more you realise just how much work has gone into this title to make it visually one of the most impressive N64 games so far. The characters themselves are two-dimensional, but rather than being just an easier way of depicting them, this is a deliberate device which helps to give the game a 'storybook' feel. When characters turn, for instance, they do it as if they really were printed on a sheet of paper, and the animation on all the characters is superb.

The backgrounds to the game are great, being – on the whole – full 3D. A nice touch is when you



enter a building and the walls fold down as if they were made of paper so that you can see the interior. This makes a change from having just a plain black transition screen.

The audio in *Paper Mario* is equally impressive, managing to sound both modern and retro at the same time (that is to say: the tunes are very reminiscent of the *Mario* games on older Nintendo consoles, but they have the quality we've come to expect recently of N64 titles). Humour is another thing which the game designers haven't skimped on, and despite the fact that this was originally a Japanese title, there are a lot of very clever references to Western films and culture in general.

Flat But Flawless!

Overall *Paper Mario* is a game which you find very difficult to fault. It manages to bring RPG gameplay to a much wider (and generally less anal) audience, while hopefully at the same time maybe even introducing RPG-fanatics to some of the benefits of platformers. It looks absolutely

gorgeous, and plays like a dream.

The range of characters you get to meet and interact with is huge, and there are so many objects to play with that it'd take you about a year to find them all. All in all this is – as we've come to expect from Nintendo – one of the most impressive N64 games around today. And the best news is that it's also one of the few that's going to make it over to the UK! We've only got to wait til September... ■



[Above] Mario comes a cropper – luckily this is just a training fight, otherwise it would be 'game over' for the 2D plumber!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Super Mario: Nintendo

Reviewed: Issue 1, 92%

Holy Magic Century: Konami

Reviewed: Issue 21, 54%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95

Soundbite:

Mario proves that RPGs can be fun for everybody!

Return Of The Ninja

Banzai! Dice evil-doers into itty bits on the Game Boy Color!

NINFO

Link cable	Yes
Infrared	Yes
Built in rumble	Yes
Saves?	Password
Publisher	Nintendo
Developer	Natsume
Game Type	Beta-'em-up

"The hack 'n' slash action is virtually non-stop!"



\$64,000 QUESTION

- Decent challenge
- Well-animated, clear graphics
- Possibly too tricky for novice gamers

[Below] Between death-defying missions to save damsels in distress, the ninjas made a living as part-time roofers.



2nd Opinion

Rating



Martial artists have always held a certain fascination for us non-violent Westerners. There's nothing we like better, for example, than a good Jackie Chan film, complete with comically insane stunts and hilarious bone-crunching outtakes at the end. "Oh look", we chortle, "he's snapped both of his legs off again – good old Jackie!" However, the Chanster never

mucked about with huge double-edged swords, or slashed his opponents to death with a smile on his face. Such ruthlessness was always the way of the Ninja, and happily, thanks to *Return Of The Ninja* on the Game Boy Color, you can now brutally hack innocent bystanders limb from limb too! Hurrah!

Hiiiiii-yaah!

Anyone who's played the 8 and 16-bit classic *Shinobi* should have a fairly good idea of what makes this game tick. Basically, you control either Tsukikage, a rock-hard ninja bloke, or Sayuri, a not-quite-as-handy ninja lady. Having picked your character, it's time to set off across the sideways-scrolling landscape, kicking the living crap out of everyone and everything in your path. Power-ups are awarded when you kill someone with particular style or panache, and the game rolls along at a decent pace, which means the hack 'n' slash

action is virtually non-stop.

There are very few aspects of this game which will disappoint seasoned gamers – the graphics are quite crisp, if a little murky in places, the sound is adequate and there are loads of enemies and complex environments to wade through. In fact, *Return Of The Ninja* is actually quite taxing in places, but this makes a refreshing change from most Game Boy beat-'em-ups (*Ultimate Fighting Championship* anyone?) If you can persevere with the difficulty level of this game, you will be rewarded with a well-programmed hack-fest of the highest order. Despite being quite tough, *Ninja* is actually highly addictive, so if you're a real fan of scrolling beat-'em-ups of an Eastern persuasion, you should karate-chop your way through shop doors to get this game, pronto. ■



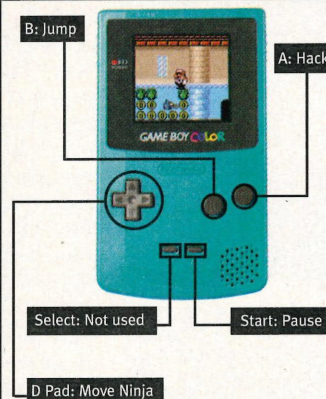
[Above] Our high-kicking chums chose a tasteful 25-foot stone Buddha as their latest garden ornament.



[Above] Being former rugby players, the Ninjas passed the time by lighting each other's farts – with spectacular results.

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Batman of the Future: Ubi Soft
Reviewed: Issue 46, 45%
Obi Wan's Adventures: THQ
Reviewed: Issue 49, 91%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

84

Soundbite:

If you like cold-hearted dismemberment, this is definitely the game for you. Aiiiii-yah!

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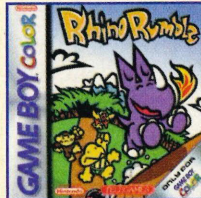
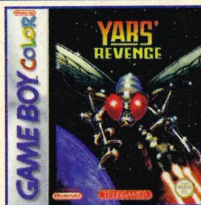
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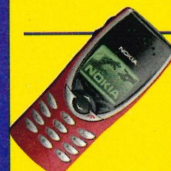
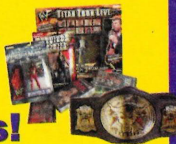


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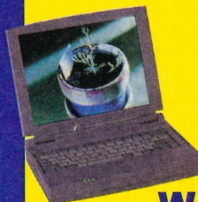
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MARIO TENNIS

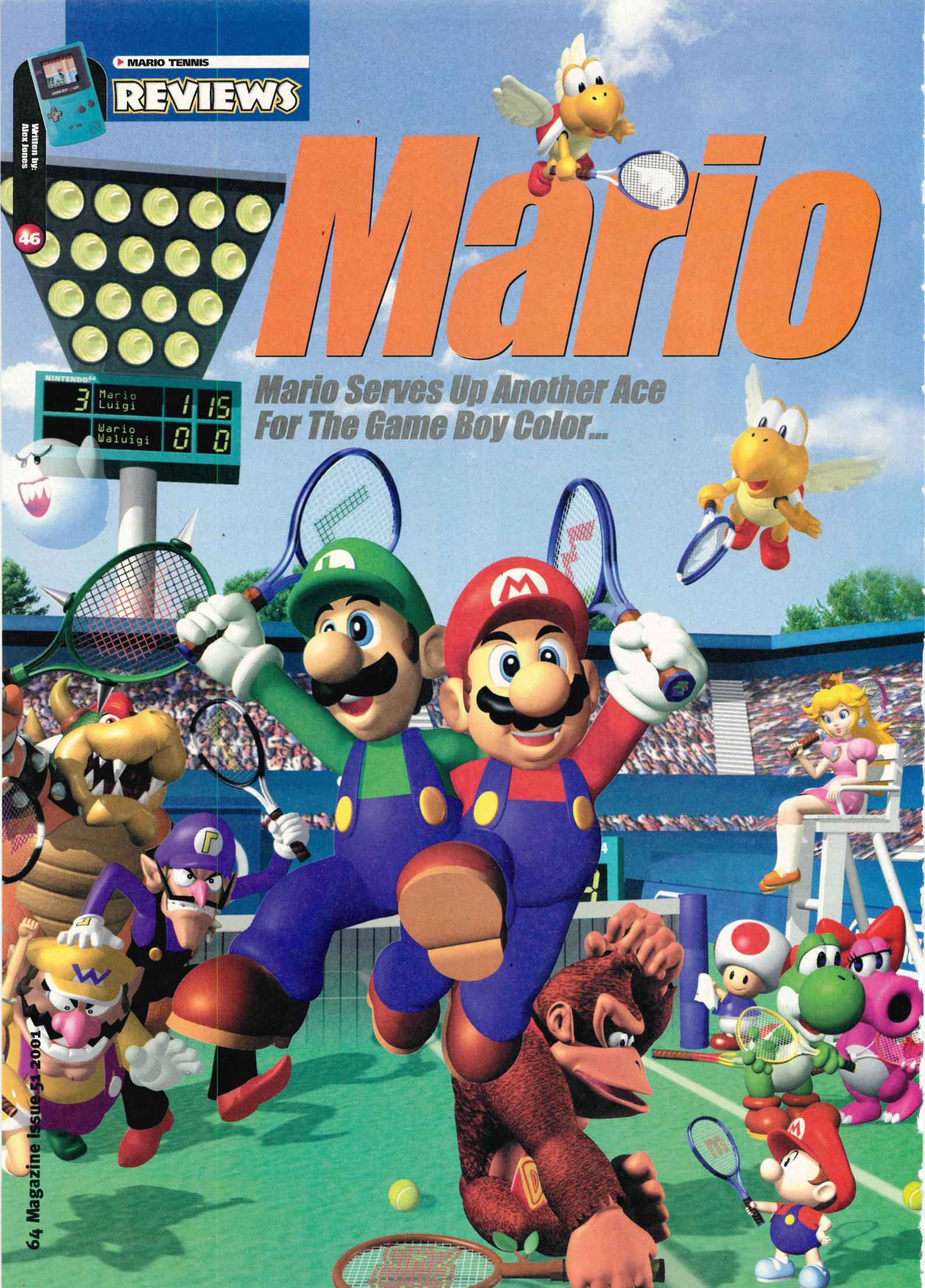
REVIEWS

Written by:
Alex Jones

46

Mario

*Mario Serves Up Another Ace
For The Game Boy Color...*





Tennis

NINFO

Link cable	Yes
Infrared	No
Built in rumble	No
Saves?	To Cart
Publisher	Nintendo
Developer	Camelot
Game Type	Tennis (duh!)

Way back when the first home video games were being developed, the socially-inept, cardigan-sporting programmers involved needed a game that was both jaw-droppingly simple to pick up, and frighteningly addictive to play. Having rejected cross-stitch, stamp-collecting, flower-arranging and cultivating watercress in a dark attic as game ideas, they eventually settled – mercifully – on tennis. The basics of the game that became known as *Pong* were so addictive that the game sold in thousands, despite the ‘players’

being nothing more than white sticks, endlessly batting a small white square back and forth until one player missed, and a fight broke out. Well now those days can be revisited on the GBC – with better graphics, more gameplay and less fights – thanks to *Mario Tennis*!

Turn Down That Racquet!

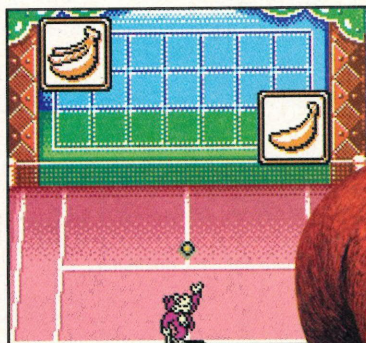
Anyone with more than six grams of grey matter rattling around in their noggin will understand the basics of tennis, and should be able to work out why it makes such a

great subject for videogames. Tennis, you see, is all about gameplay. *Mario Tennis* takes the fairly ancient GB title *Tennis* as its basis, and adds LOADS of ace new features, like doubles, tournaments, great mini-games and even an excellent ‘RPG’ element. In this, you enter the Royal Tennis Academy and have to go to training sessions and win matches to improve your ranking, all within a *Zelda*-style environment. This lends the game great longevity, and makes the whole experience of playing this already-great game all the more involving. Despite



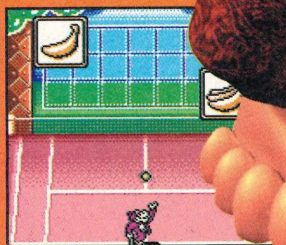
\$64,000 QUESTION

- Fantastic gameplay
- Bucketloads of fantastic mini-games
- Great ‘RPG’ element
- Every GBC owner should have one!



Go Ape!

One of the greatest features of *Mario Tennis* has to be the range of characters available. Baby Mario, Luigi, Donkey Kong and the gang all have different characteristics, and even their own mini-games. The best of these is Donkey Kong’s, where you must guide your lumbering simian friend around a tennis court, hitting as many of the banana targets on the other side as you can. Things get tricky when you have to hit more targets in the later levels. The sight of an enraged ape staggering around with a tennis racquet in his hand is really quite entertaining!



REVIEWS

48



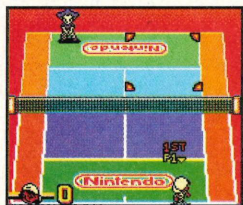
[Above] Despite the success of 'Boulder Cam', the 'Borg Cam' used by the BBC at tennis matches wasn't quite as difficult to spot.

"If you don't buy this game, everyone will laugh at you"

[Below] London Zoo was able to provide a player for the celebrity doubles match at Wimbledon after Cliff Richard dropped out.



[Below] In the new 'Toytown Open', the players were allowed breaks after each service game to let their eyes adjust to the court.



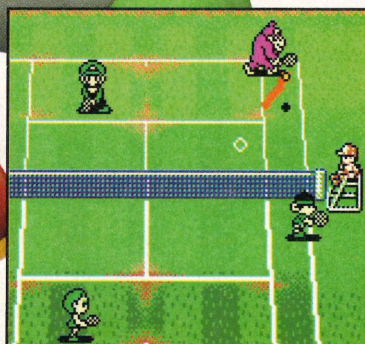
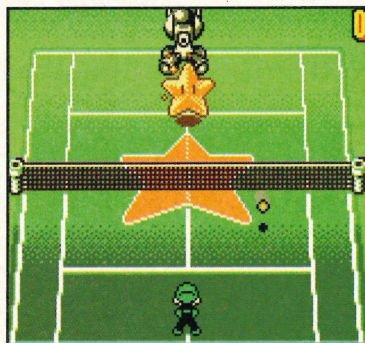
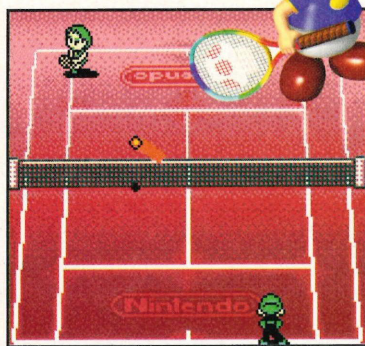
not being a huge fan of the whole RPG 'thing', I found this element the most compelling, simply because it's never been done before.

As you would expect from a top-drawer Nintendo title, the graphics in *Mario Tennis* are gorgeous, and all the character animation is spot-on. The matches crack along at a pretty good rate of knots too, with rallies often degenerating into tense, 'You Cannot Be Serious!' epics. Great stuff!

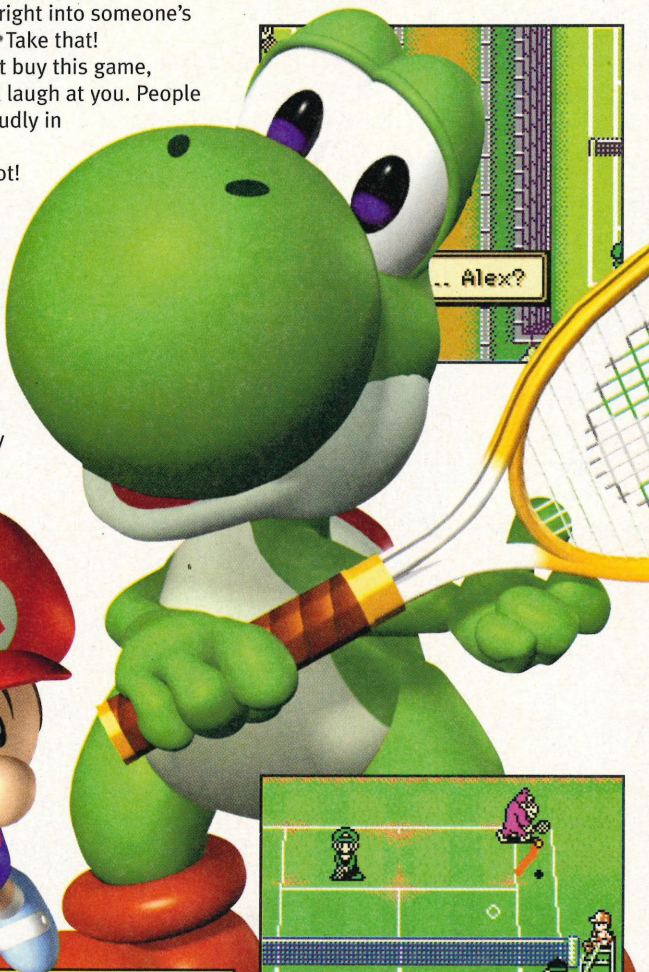
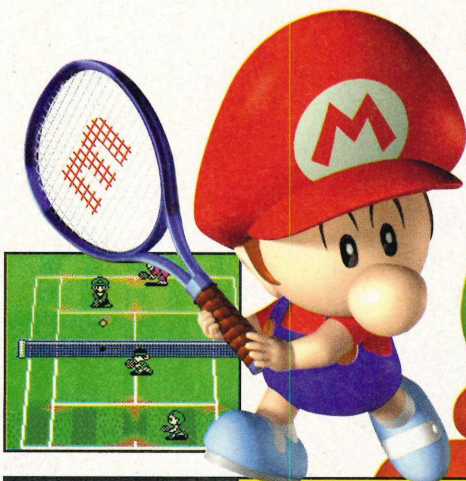
Zelda With Balls!

The one-player games are great fun, but two-player link-up matches are where this cart really comes into its own. While the team here at 64 MAGAZINE are all responsible adults, and couldn't possibly condone physical violence, there's nothing quite like (metaphorically) smashing a tennis ball right into someone's hapless face! Take that!

If you don't buy this game, everyone will laugh at you. People will cackle loudly in the street, shouting 'Idiot! Idiot!' and throwing rotten vegetables at you until you get yourself a copy. *Mario Tennis* is fantastic. Buy it now. ■



[Above] Donkey Kong's illustrious tennis career was cut short by the infamous banana doping scandal.



2nd Opinion

Rating

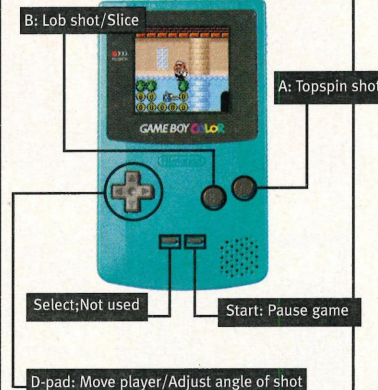
■■■■■

→ A tennis game and an RPG? It's crazy enough to work, and it does! Totally easy to pick up and play and utterly addictive. It has all the elements of the perfect Game Boy game, and ultimately it is! All in all this is a smashing game that's hard to fault!

→ Paul Gannon

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Cyber Tiger: Electronic Arts
Reviewed: Issue 46, 90%
O'Leary Manager 2000: Ubi Soft
Reviewed: Issue 44, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

96%

Soundbite:

An absolutely outstanding game. It's game, set and match to Mario!

TO ADVERTISE IN

64

MAGAZINE

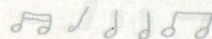
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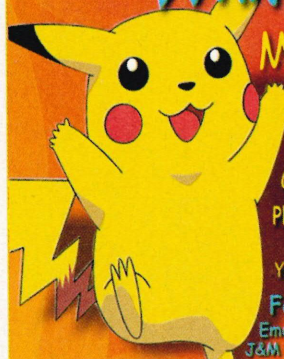
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Rayman Revolution

RC Revenge Pro

Ready 2 Rumble 2

Ridge Racer V

Robot Warlords

Silent Scope

Skysurfer

Smuggler's Run

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MEGA MAN 64

REVIEWS

Written by:
Alex Jones

50

Mega Man 64

Presumably 'Embarrassingly Below Average Man' wouldn't fit on the box...

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NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



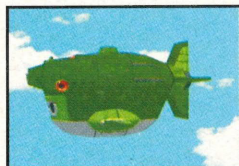
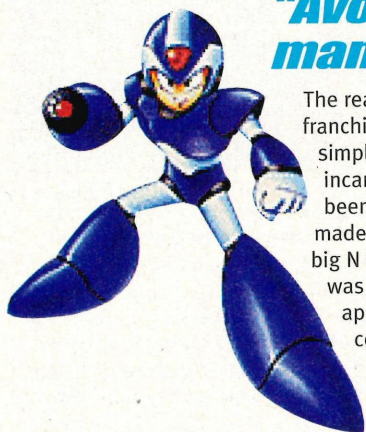
Publisher	Nintendo
Developer	Capcom
Game Type	Arcade-style RPG
Origin	USA
Release	Out now (import)
Price	£64.99





MEMORY OPTIONS

→ **MEMORY:**
Saves three game positions and total game time played
→ **CONTROLLER PAK**
Not Used



[Above] Clarkson was impressed with Mega Man's ship's spacious interior, but thought it lacked acceleration.



\$64,000 QUESTION

- ➕ Mega Man's finally here – a mere two years late!
- ➕ Big challenges, and some tough enemies.
- ➕ Tons of decent cut-scenes and interaction.
- ➕ Hours of gameplay to wade through...
- ➖ ...and some of those hours may not be too pleasant!
- ➖ Graphics look like the work of a GCSE Animation student on his lunch hour.
- ➖ Levels get bloody infuriating at times.
- ➖ Stacks of wandering about, not knowing what to do.
- ➖ Still looks half-finished! Why was that allowed?

First things first – *Mega Man* is a bona fide, certified Nintendo institution. Alongside Mario, Donkey Kong and Samus, the metallic hardcase from *Metroid*, our diminutive blue friend is one of the most distinctive characters in videogaming, and, for many gamers, will always symbolise Nintendo platform shoot-'em-up action at its best. Of course, *Mega Man* has appeared on loads of other platforms (pardon the pun), but Nintendo is where he started life, and thus many people see him as a Nintendo icon.

"Avoid this game as you would a man-sized pile of cow dung"

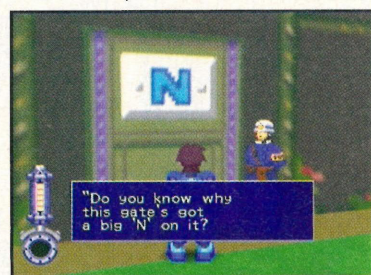
The reason for the *Mega Man* franchise's continued success is simple: all the previous incarnations of the licence have been damn good games. Having made his first appearance for the big N way, way back in 1986, it was arguably Mega Man's appearance on the SNES that confirmed the little lad's legendary status. It has taken absolutely ages for Capcom to get around to producing an N64 version

of *Mega Man*, and we at 64 MAGAZINE couldn't wait to play it. Roy in particular got rather over-excited at the prospect of a 64-bit outing for the little blue bloke, and had to have a lie down in a darkened room for a bit when the cart finally arrived.

Blue Meanie

One of the things which set the original versions of *Mega Man* apart from the rest of the SNES platforming herd was the frenetic gameplay. The games bombed along at a fearful pace, with loads of power-ups, traps and no-good meanies that needed teaching a stern lesson with laser-fire. In other words, *Mega Man* succeeded because – apart from *Metroid* – it was arguably the most manic platform shooter ever to grace the venerable old Super Nintendo.

We reasoned, then, that the 64-bit version of this classic title would be a fast-paced, challenging platform shoot-'em-up with massive bosses,



[Above] "Yes of course I bloody know what the N stands for – I'm Mega Man! I'm not totally thick you know!"

fantastic level design, sackfuls of brilliant power-ups and much-improved graphics and sound. How wrong we were...

As it turns out, *Mega Man 64* has a few surprises up its sleeve. For a start, this game is totally different to what you would expect from a *Mega Man* title. In short, it's a fully-3D, third-person RPG! Yes, cancel that hastily-arranged trip to Vision Express, you read that right the first time. It seems that Capcom had a high-level meeting, where some bright spark in a power suit said "Why

don't we dispense with every single element of *Mega Man* that makes the games any good, and try to fix something that's not broken?" The meeting would have gone silent for a few seconds, and then heads would have started to nod in approval. Maybe then someone would have stood up and shouted "Yeah! Let's ruin *Mega Man*!" It seems



[Above] Like the guards outside Buckingham Palace, the doormen at Nintendo are trained not to react, under any circumstances.

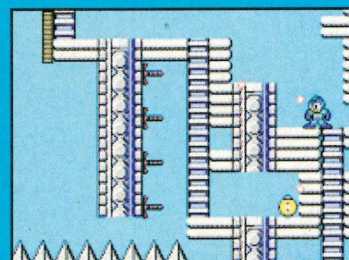
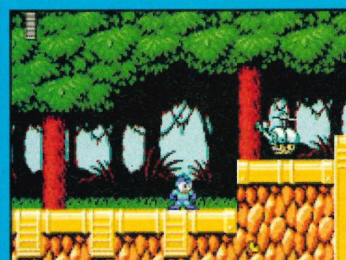
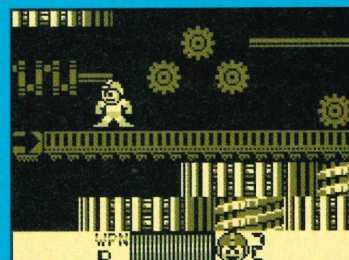
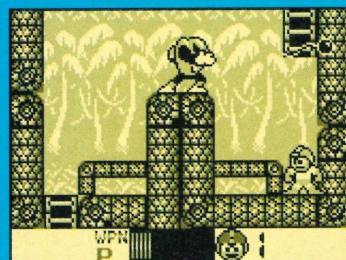
unbelievable that a company that crafted a genre-leading series of games over 14 years can suddenly change the formula, and replace it with this: a badly designed RPG that looks several years out of date. It's a big mistake. Not as big as buying an Atari Jaguar on launch day for £250, but pretty damn close.

Blue Language

Mega Man 64 throws you straight into the action, as your ship (a sort of hovercraft/tractor hybrid-type thing) crash-lands outside the gates to a city

Mega Man Through The Ages!

Considering Mega Man's been taking care of business on pretty much every console going for fourteen years, it comes as no surprise that, with this incarnation of our blue hero, Nintendo has changed the format to keep things interesting. However, since we were all brought up on rusk, Cow & Gate and 2D Mega Man, we were a bit surprised at this decision, 'cos we all loved the older, flatter versions of the game. Have a look at these shots and see what you think.



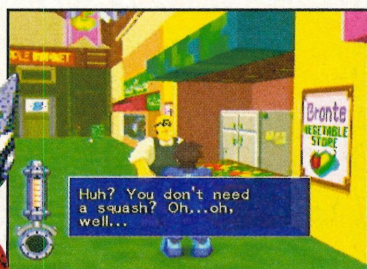
Where's That Wall Gone?

As mentioned elsewhere in the review, the graphics in *Mega Man 64* are a little, er, patchy. Classic animation cock-ups aren't that hard to spot in this game, with our personal favourites being the lack of ceilings in tunnels (great for destroying any sense of claustrophobia you might have had) and the way huge sections of walls simply evaporate when you stand next to them. Ordinarily, this type of graphical mistake is the hallmark of a rushed, under-funded game. *Mega Man*, however, is one of the biggest franchises in videogaming, and this game took a notorious three years to finally appear in its N64 guise, so there's really no excuse.

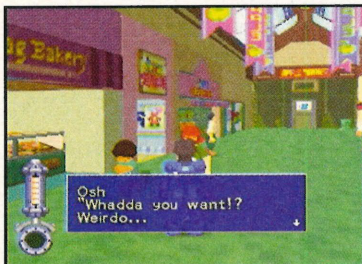


"If you're a true Mega Man freak, you'll be shocked and saddened to see this game in action"

hopping, baddie-blasting action, complete with fast-paced gameplay and massive bosses. But no – in *Mega Man 64*, the first thing you've



[Above] "No, I don't need a squash, but I could murder a nice plate of mashed swede, if you've got one."



[Above] "You watch that lip, young man. Let's see if you think I'm weird once I've kneecapped you with my laser cannon."

that taking out even the lesser enemies is a bit of a chore, but since their attack patterns are so comically predictable, only someone who's a worse shot than Stan Collymore will have any trouble dealing with them. However, once you start squaring up to 20-foot-tall, fireball-spewing enemies, things start getting that little bit tougher.

Blue Isn't The Colour

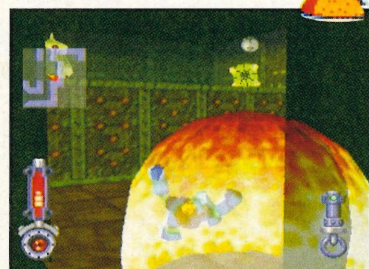
It has to be said, that despite the supremely annoying side to *Mega Man 64* (and if you think it sounds bad so far, we've not even started yet) there are sizeable portions of the game which are quite a good laugh. Thanks to the masses of cut-scenes, Capcom has managed to make the player feel part of the wider gaming environment. It is actually possible to interact with the vast majority of characters that you meet on your travels, and it's worth going around talking to every single person you find, as this often leads to vital clues as to what the hell you should be doing. The flipside to using this

approach is that it rapidly becomes quite dull, and if you don't find the right character to interact with at the right time, you

got to do is pop along to the gentleman's outfitters and talk to the irritating salesman. Oh! Mega Man! It doesn't suit you Sir!

Thankfully, all of this window-shopping doesn't last too long (although the fact that it's there at all is annoying enough), and pretty soon Mega Man finds himself in a much less pleasant location. No, not the front row at a Steps gig (I've told you before: lay off Steps! – Roy), but close – the town sewer system! Mmm... lovely! Here (at last) it seems hordes of massive robots are, er, lurking menacingly and up to no good, so Mega Man must stop them.

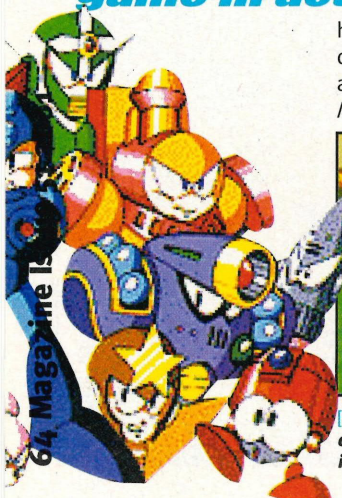
Unfortunately, in the first few levels, Mega Man's arm-mounted laser cannon – normally a hugely-powerful tool for large-scale face-rearranging and destruction in the old SNES classic – is about as powerful and offensive as a lawn sprinkler during a hosepipe ban. This means

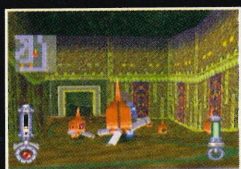


[Above] This is what happens when you tread on a medium-sized landmine. That'll ruin the line of his suit!



[Above] Mega Man takes time out from his quest to do some product placement. Yes, he really has sold out this time!





[Above] I've been set upon by filing cabinets! I wonder if this will get on ITV's 'When Office Furniture Attacks', with Lisa Riley?



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can end up stuck, wandering like some sort of confused tourist in need of directions around the same area for absolutely ages. To begin with, this facet of the game can be ignored, because there are enemies to tangle with, and new places to see. However, once you've got rid of all the baddies around, and done a decent impression of an Avon lady, knocking on doors until Mega Man's knuckles bleed, and you *still* don't know what to do, then the game becomes homicidally annoying.

Mega Flop

As you can probably tell from this review, we feel particularly aggrieved by this version of the once-classic licence that has belatedly staggered onto the N64. Hopefully, a *Mega Man* game on the Gamecube (if there is such a beast) will be a vast improvement on this sorry shambles – it's hard to see how it could get much worse. It seems a bit strange that Capcom – a company with a record for



[Above] Mega Man's fiancée thought the diamond engagement ring he'd chosen for her was perhaps a little on the large side.

producing games of the highest quality on all platforms – has bothered to release this game on the N64 at all. Why didn't the company just can it and wait for the GameCube to take off, instead of spending all that time and money converting a game which ends up being a gigantic let-down to all concerned? *Mega Man 64* will not be released in this country, but it is being inflicted upon unfortunate Japanese videogamers as we speak. In Japan, where the *Mega Man* franchise is even more popular than it is over here, *Mega Man 64* will doubtless sell like hot cakes. Ill-conceived, blocky hot cakes with no long-term appeal, but hot cakes nonetheless.

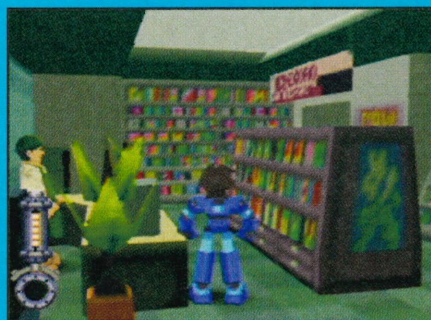
What this game basically boils down to is a massive missed opportunity. The N64 faithful would have greedily ripped copies of *Mega Man 64* from the shelves of videogame stores across



Mega Man At C & A

What could be better than taking a break from all of this mine-searching and planet-saving to do a spot of shopping? You join us here in the shopping arcade, where we find our blue-suited hero browsing at a gentleman's outfitters. Something in blue perhaps Sir?

Later our metal-clad friend drops in at a CD store, a greengrocer's and a sweet shop, gets his hair done, goes to the laundrette, buys a lottery ticket and then goes home to watch the football. (Actually, that last bit was a lie. He's more of a rugby fan.)

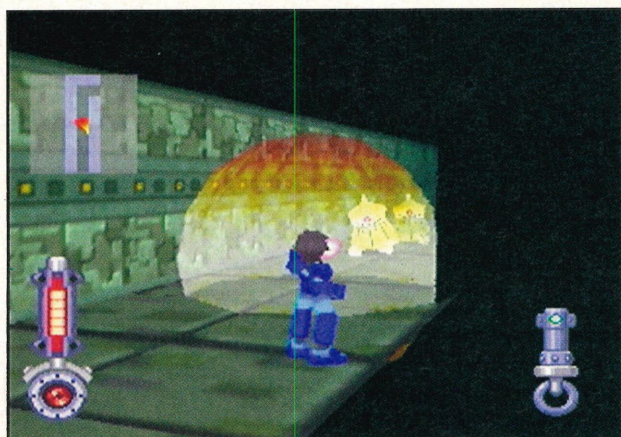




[Above] After the royalties dried up, Mega Man fell on hard times, and had to doss down in the derelict Crystal Maze set.



You're better off looking at the junk store.



[Above] This is the Chief of Police. He's very proud to live here, but you'll soon be tearing your hair out trying to escape this hellhole.



[Above] Returning home late from the pub, our hero thought it might be a bit of a laugh to set off the new sprinkler system. Vandal!

lead character than in previous games, but he just doesn't cut it. Had the game been properly programmed, *Mega Man 64* could – even should – have been similar in design to *Sonic Adventure* on the Dreamcast or *Mario 64*. Regrettably, this game resembles the handiwork of an untrained family of West African baboons, who thanks to their short attention spans and a lack of useable thumbs, turned out a title with so many flaws, so many annoying little shortcomings, that it physically saps the will to live of anyone who plays it. Mind you, it's still better than *Power Rangers: Shitespeed Rescue*, so that's something in its favour at least.

type character has failed, is because he has no charm! In *Mario 64*, still by far the best example of the type of game that Capcom were aiming for, Mario comes across as a personable little guy, because he reacts superbly with his

environment, and has loads of little quirks to keep the gamer interested, even if you leave our fat

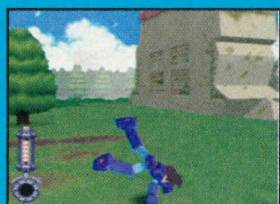


[Above] Since it took so long for his games to come out, Mega Man made extra money running a burger van at Glastonbury.

the land, and ran home in mobs chanting 'We love *Mega Man 64*!' had their console's installment of the saga been even slightly impressive. Unfortunately for those diehards, the Mega Man that we're presented with is a flat, sorry impostor compared to the rampaging, platform-hopping little geezer that we all know and love. What Capcom has managed to do is to totally ignore *Mega Man*'s heritage, and try to make more of the

He's The Greatest Dancer!

Despite the fact that vast swathes of this game are laughably bad, *Mega Man*'s control system is actually pretty reasonable – if a little clunky in confined spaces. One of the better aspects of it is the acrobatic way in which our hero dodges all sorts of meanies – by doing acrobatic cartwheels, spins and feints! It's just like when the 64 MAGAZINE team hit the dancefloor – not!



Take It Away, Please!

The chief reason why Capcom's attempt to turn its little blue fella into a sort of 'Mario' –

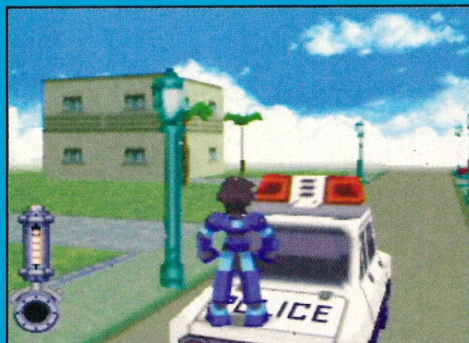
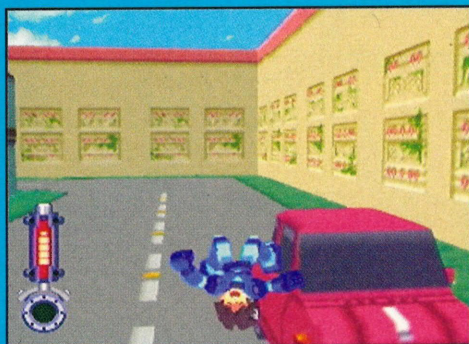
[Below] Let's hope they're watching *The Wizard of Oz* in there. All together now: "Lions and tigers and bears..."





Joyriders? They're All Scum!

One of the more hilarious cock-ups in *Mega Man 64* is the fact that, in the city levels, it's entirely possible to jump onto the bonnet or roof of a passing car, and use it to get around the city at high speed! As these shots show, this practice is fraught with danger, as it's highly likely that Mega Man will get smacked in the face by said oncoming vehicle if he times his jump wrong. Of course, we at 64 MAGAZINE are honest, authority-fearing citizens, and as such feel morally bound to denounce all forms of joyriding and general traffic-dodging tomfoolery. Just say no, kids!



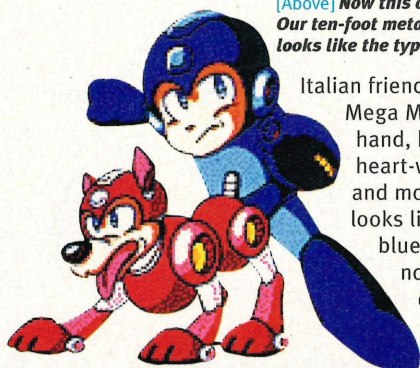
[Above] Mega Man was amazed to find red-faced East End comic legend Mike Reid locked in the dungeon.



[Above] Now this could be a tricky situation. Our ten-foot metallic friend here hardly looks like the type to listen to reason.



[Above] Bored by all that wandering around, Mega Man decided to knock the policeman's hat off with a well-aimed rock.



Italian friend to his own devices. Mega Man, on the other hand, has none of these heart-warming qualities, and more often than not just looks like a little bloke in a blue suit, running around not knowing what to do. It's a desperately sorry state of affairs, and we

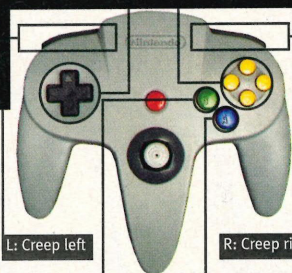
never thought we'd come to this conclusion, but unfortunately, *Mega Man 64* is just pants.

At this point in a review, we might be tempted to say something about how, if you were a confirmed *Mega Man* devotee, you might just find enough in this game to warrant buying it. But we're not going to lie to you. If you're a true *Mega Man* freak, you'll be shocked and saddened to see this game in action. Our only advice for anyone who was waiting for this game is sorry, but you should avoid this game as you would a man-sized pile of cow dung, and thank the Lord above that you're not Japanese, because they have to look at it in the shops. You have been warned.

64 BOTTOM LINE

MAGAZINE

CONTROLS



L: Creep left R: Creep right

B: Shoot A: Jump

C Up: Look • C Down: Activate item/open
• C Left: Side-step/roll left • C Right: Side-step/roll right

D: Move Z: Not used

ALTERNATIVES

Super Mario: Nintendo

Reviewed: Issue 1, 92%

Banjo-Tooie: Konami

Reviewed: Issue 48, 95%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

58

Soundbite:

Even *Mega Man* fans should think twice before shelling out for this feeble travesty.

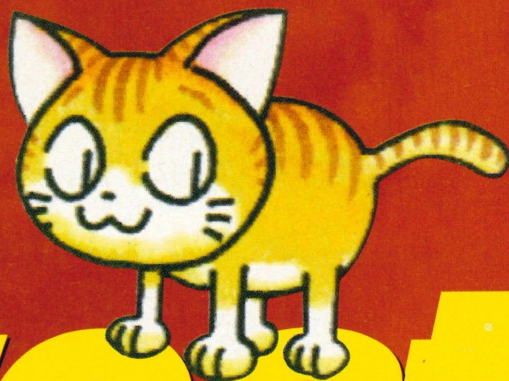
2nd Opinion

Rating



→ Having waited for so long for a *Mega Man* game to finally turn up on the N64, I was pretty excited when this one arrived... until I played it. The controls are very awkward at times, the graphics look dated and it's just not as much fun as it should be!

→ Roy Kimber



Harvest

Farm is not spelt E I E I O!

NINFO

Link cable	Yes
Infrared	Yes
Built in rumble	Yes
Saves?	To Cart
Publisher	Victor Interactive
Developer	Natsume
Game Type	Farming simulation

It's not the most obvious pitch for a videogame is it? A man walks into an office in front of all these big cheeses and proceeds to say:

"I've got this idea for a game, right? Basically, you're this little guy who looks cute and decides that he wants to run a farm to prevent it from being turned into a theme park. So this guy walks around, plants seeds, sells his wares, buys some livestock and generally just runs this farm for three years. That's it, that's my idea! What do you think?" For some reason, this man wasn't thrown out on the street, but

instead was told his idea was innovative and unique. The next thing he knows, his idea has appeared on the Game Boy! So what's it like then?

Funny Farm

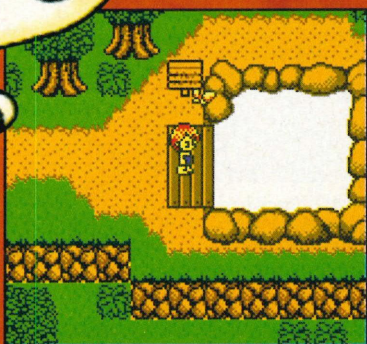
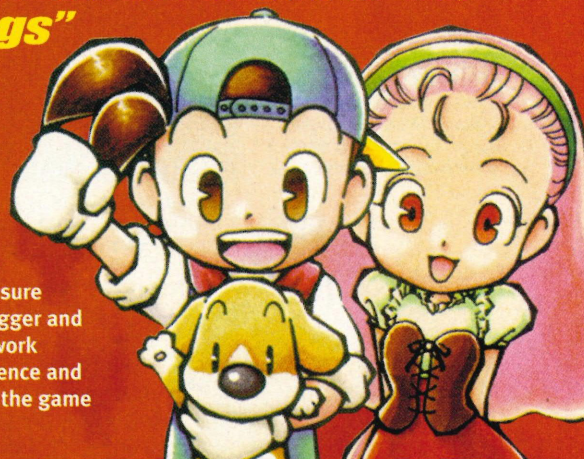
Harvest Moon 2 is a welcome change from all the usual Game Boy offerings and one that relies upon a solid idea and challenging objectives rather than platforms and power-ups. Obviously, running a farm is no easy task and possibly one of the hardest things about this game involves actually getting started because once the initial set-up has been



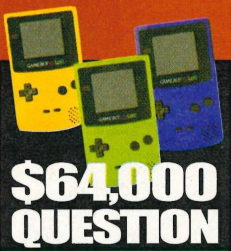
[Above] No, you fool, I'm going to run a blade through your backside, of course I'm going to run the farm... Honestly!

"Harvest Moon 2 is a welcome change from all the usual Game Boy offerings"

established, you are basically left to your own devices to carry on with the game. By buying, selling and trading you must build up a strong relationship with the other townsfolk and, of course, other traders to ensure that your farm becomes bigger and better. Making your farm work properly takes a lot of patience and time, and if you persevere, the game rewards you accordingly.



[Above] Ok, so it wasn't highest diving board in the world but you have to start somewhere don't you?

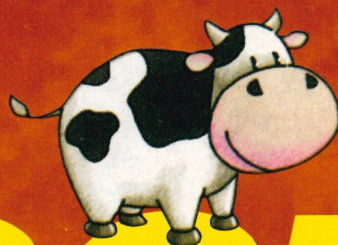


\$64,000 QUESTION

- A whole world of farming fun!
- Bright and colourful
- Not a lot of in-game help to start with
- Far from action-packed!



Moon 2



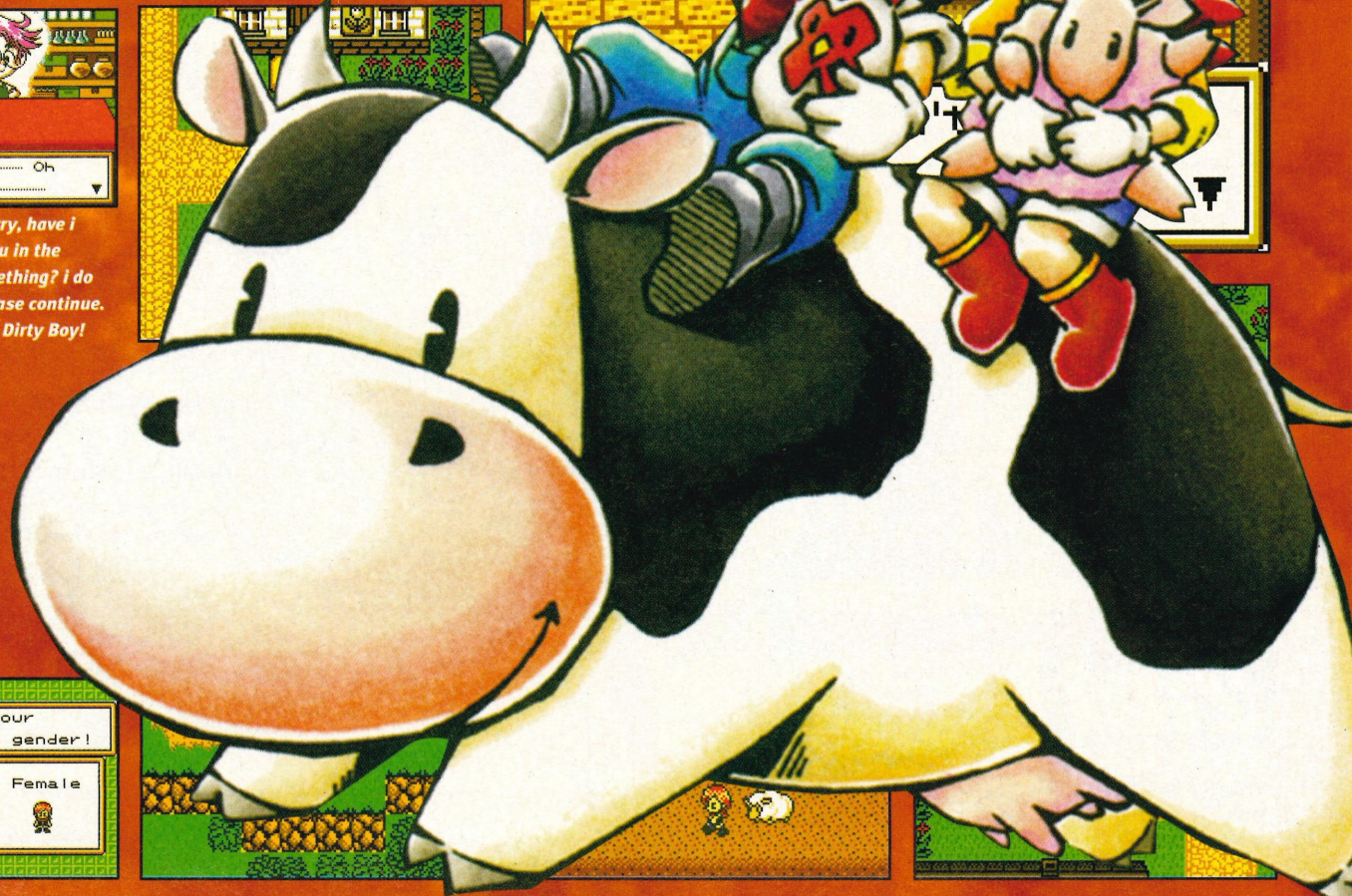
[Above] After that incredibly brave dive, i only managed to land in the water and break my leg, didn't i?



[Above] Ooh, look, a lucky fountain with coins at the bottom of it! I could do with some spare change!



[Above] I'm sorry, have i interrupted you in the middle of something? i do apologise, please continue. No wait! Stop! Dirty Boy!



REVIEWS

58

Barn Storming

There are a few major gripes with the whole thing. One is that – once the initial set-up of the game has finished – you are then pretty much left on your own to carry on any way you like! While this offers a lot of freedom, it would be nice if there were still a few pointers along the way. Much of the information you need to get comes from townsfolk, but a lot of the time this info is useless. Another mild frustration is that, once you have started up your farm with whatever you can afford, it becomes incredibly difficult to build up your finances to buy things like cows and chickens. You know, important things that a farm would look stupid without. Sometimes owning a friendly cat and having a small row of turnips just doesn't cut it!

HM2 is not an impossible game with a mammoth challenge intended to confound you and if

you play wisely you'll soon see all that hard work pay off. Despite its quite complex control system and fairly leisurely-paced gameplay, HM2 makes a delightful change from all those below-par racers and platform games that the Game Boy market is so full of.

Overall, this game probably won't be to everyone's taste but if you are looking for something new that combines simulation with a hint of RPG then *Harvest Moon 2* might well be worth forking out for! ■

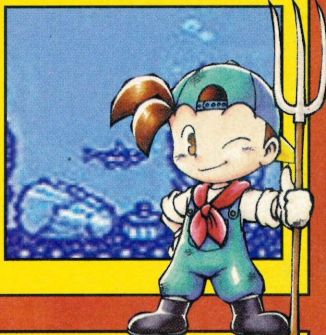


[Above] Who'd live in a house like this? David, it's over to you! David, where are you mate? Stop messing about!



Trading Places

Here's something that you might be interested to know! Both this game and its buddy, *Legend of the River King 2* can be linked together for a bit of shopping. With a link cable you can connect the two titles together and trade equipment, food or wives. All right, maybe not that last one, but these trades can help to benefit your progress in each of the games. For example, do you need a few more fish at your farm in *Harvest Moon 2*? If you do, then why don't you just link up with *LOTRK2* and see if your local fisherman has a couple of spare fish hanging about? This can also work for *LOTRK2* too as you can buy things from the farm to help you on your fishing quest! What a neat idea!



2nd Opinion

Rating

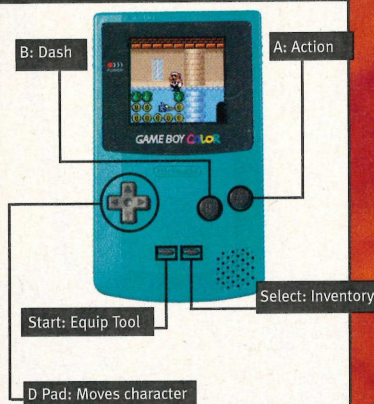


→ Having always been a bit of a farmer at heart, I was looking forward to playing this rustic romp. For the first time in history I have to agree with Paul – it is a bit confusing at first, but there's a pretty good little RPG in there somewhere if you persevere.

→ Alex Jones

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Legend of the River King 2
Reviewed: Issue 51, 70%
Xena: Warrior Princess
Reviewed: Issue 49, 75%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

82

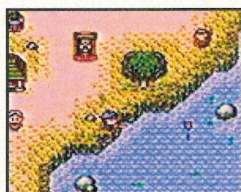
Soundbite:

Farming made fun, but still just as much hard work!

Legend Of The River King 2

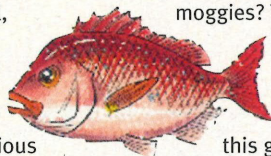


**Catch Fish! Run Little Errands!
Wander About A Bit! Rock 'n' Roll!**



[Above] The Rainbow spin-off fishing series, 'Rod's Rods' was a big success. Using Zippy, Bungle and George as shark bait helped.

Fishing isn't exactly the most interesting of sports. Sitting on a freezing riverbank for six hours, drinking Special Brew and avoiding the wife might be a vital, sanity-restoring part of many men's weekends, but it's hardly the greatest of concepts for a videogame, is it? Previous attempts at arcade-based bass-bothering have been notable only because they never fail to make the person playing look stupid. Thankfully, *Legend Of The River King*



occasionally when you get attacked by various wild animals that roam the land. Weirdly, the animals that seem to go for you most often are cats. Why moggies? Your guess is as good as ours... (Attracted by the fish, perhaps? – Roy) There's nothing desperately wrong with this game, it's just that the tasks you have to perform to get anywhere – like catching an eel so you can trade it for a roach fish, because someone's asked you to get one for them – aren't very interesting.

"River King 2's not a really bad title..."

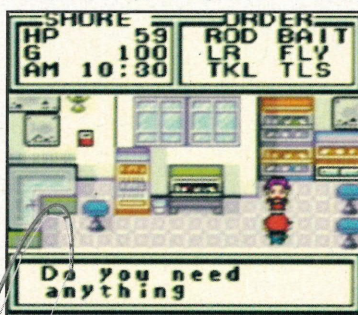
2 on the Game Boy Color is far more than a mere fishing game. That's right: it's a fishing RPG! Okay, don't all clap at once!

Riverdunce

In this fairly transparent attempt to blag £24.99 out of weak-willed *Zelda* fans, you must wander about average-looking environments doing little tasks for other people. Now then, in *Zelda*, these tasks include killing things heroically, stealing valuable items at great personal risk, and trudging about in the dark. We at 64 MAGAZINE would like you to guess which of these elements *Legend Of The River King 2* has retained. Any offers? That's right – trudging about in the dark! Hurrah! Once you've completed all the annoying tasks in one area (random example: collecting flowers) you can progress to the next. The sense of general disappointment is lifted

After a while, you'll just cease to care about the whole thing, and go back to *Zelda*. *River King 2's* not a really bad title, but why would you bother paying for a game as relentlessly average as this, when there are so many out there that are superior? ■

[Below] "What kind of dumbass fisherman are you? You won't find any in here – this is a shop. Honestly, words fail me."



[Above] This is so dull, even the game's characters practice yoga to pass the time. This week: the Lotus position.



\$64,000 QUESTION

- Loads of tasks to complete
- Kicking cats' heads in is fun for a while
- It's hardly *Zelda* with added fish though, is it?
- Boring!

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	No save
Publisher	Nintendo
Developer	Victor/Natusme
Game Type	RPG

2nd Opinion

Rating

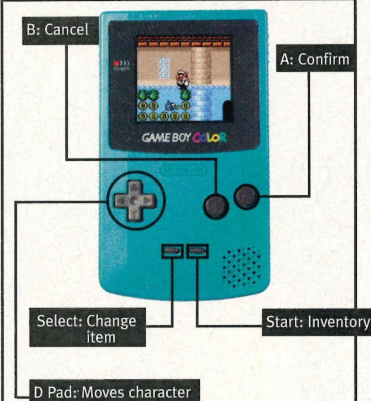


→ Although this is closer in spirit to *Pokémon* than *Harvest Moon*, *River King 2* is ultimately dull. Some of the RPG elements seem weak and unless you are a big fan of the original, this may not be worth investing your time in!

→ Paul Gannon

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Daikatana: Kemco

Reviewed: Issue 45, 92%

Harvest Moon: Natusme

Reviewed: Issue 51, 82%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

70%

Soundbite:

Outwit tench, hit animals. That's about as exciting as it gets. Er, phew.

SUPPLIED BY

Videogame Centre
Contact info: 01202 527314



MEMORY OPTIONS

- **MEMORY:**
N/A
- **CONTROLLER PAK**
Stores one saved game

\$64,000 QUESTION

- ➕ Pretty (if rather empty) environments
- ➕ The mini-games are great fun
- ➕ Plenty of characters to choose from
- ➖ Some of the games are too tough
- ➖ Younger players might have difficulty
- ➖ Many parts of the game are a little dull

NINFO

→ PLAYERS



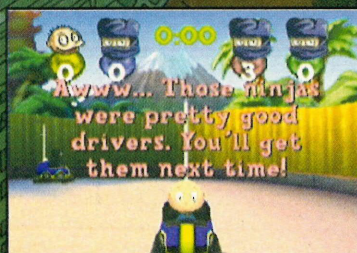
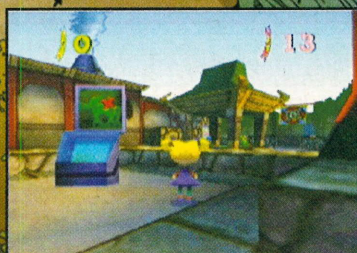
→ EXPANSION PAK



→ RUMBLE PAK



Publisher	THQ
Developer	Avalanche Software
Game Type	Party/Puzzle
Origin	USA
Release	5 March
Price	£39.99



Rugrats In Paris

Paris gets hit by a real baby boom!



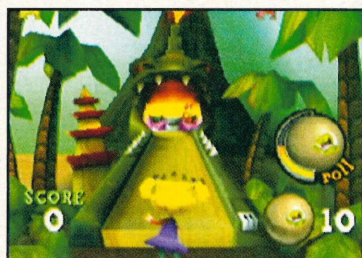
Play Pen

There is a multiplayer option in *RIP* that allows four of your friends to battle it out in a collection of the games! However, the games do not involve the four of you playing at once (which, to be honest, is a real let down) and so, one at a time, you strive to beat your opponents' scores in the various challenges. At the end of the competition, whoever gets the most points is the winner and that's just as complicated as it gets!



Let's cut to the chase shall we: what is a Rugrat? The Oxford English Dictionary describes one as: "A small human, commonly found in a cage full of soft toys, screaming and with a foul odour that brings tears to your eyes". What it certainly does not say is, "A small human, commonly found in a variety of amusing situations, talks quite fluently and has an insatiable appetite for adventure". Still, if your only experience with a Rugrat involves a very popular children's television programme, then you may be convinced that the last definition of the term is all too true. It's not though! Despite what you have been led to believe, small children do not just jet off with their parents to Paris to visit an amusement park, and then find

[Above] Right, if I don't get this one in, erm, everyone I care about gets struck by lightning and dies... oh bummer!



themselves on a quest to save the city from a giant snail and rescue a princess at the same time. Or if they do, then their parents have a lot to answer for. However, this very premise just happens to form the plot for the latest *Rugrats* movie which, coincidentally, is also the plot for the N64 videogame of the same name.

Bye Bye Baby

The aim of *Rugrats In Paris* is to roam around the rather empty EuroReptarLand collecting red tickets to buy useful objects, and winning

gold tickets to buy the exclusive Reptar Helmet. The significance of this helmet relates back to the plot. A giant robot called RoboSnail is busy trashing Paris (let it, we say!) and only the full-size Reptar Robot can possibly defeat it. With the helmet, you control Reptar and can therefore go into battle against RoboSnail and hopefully save the day! EuroReptarLand is separated into five areas and each one contains tickets to

"Rugrats In Paris is a vast improvement over its predecessor!"





[Above] When you are picking sides for a football match, make sure that all of the people playing are over three feet tall.



[Above] After months of wandering around in search of the last ticket, Tommy found he'd actually strayed onto a nearby golf course.

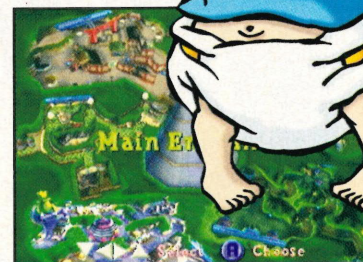
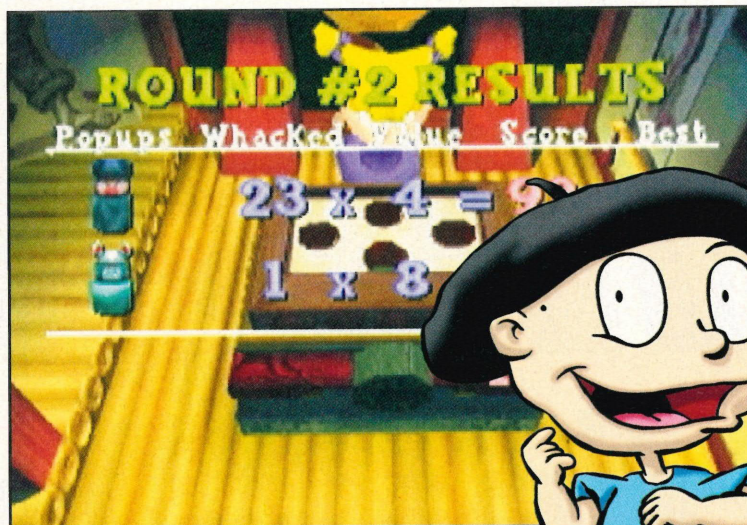
collect and games to play. The red tickets allow you to buy objects that grant you access to previously locked games and also toys to trade with the other Rugrats in order to collect more golden tickets.

You can play as any of the major

"Some of the games can be a little bit too difficult in places"

characters from the television series (so that means Tommy, Chuckie, Angelica, Phil, Lil, Sleepy, Dopey and Doc... no, hang on, those last few were dwarves from *Snow White*!) and one new character, exclusive to the movie, by the name of Kimi.

Admittedly, all of the characters have the same abilities, but, in the end, all that matters is the fact that you can play as your favourite Rugrat, each of whom has their own unique

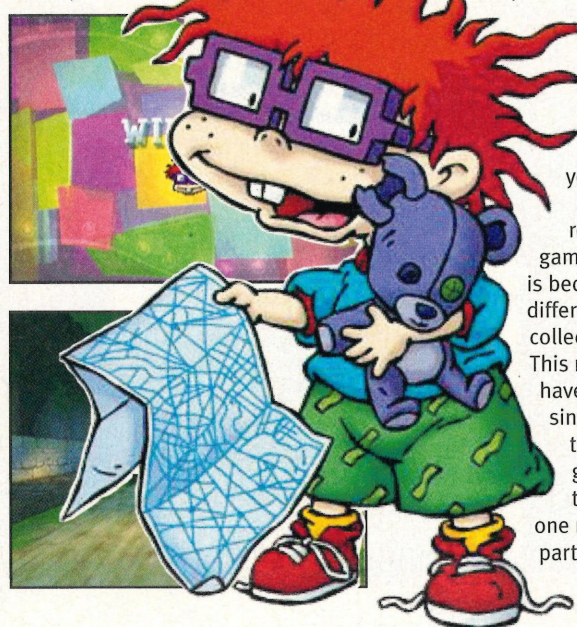


these tickets are your currency inside the park and help you to buy many important objects. For instance, inside a warehouse you find Chuckie holding a golden ticket that he will only relinquish if you buy him a Reptar ball. So with the correct amount of tickets, this ball can be purchased from the shop and then exchanged for the gold ticket. Basically, think of these tickets like Disney Dollars inside EuroDisney: fun and unique inside the park, but useless everywhere else in the world!

There are also places in EuroReptarLand where you must obtain an object to open up a mini-game. A piece of a jigsaw, bought from the shop, allows you to play a jigsaw game which, if successfully completed, wins you another ticket. One of the reasons that this game is so accessible is because of the many different ways you can collect golden tickets. This means you don't have to play every single mini-game in the park in order to get to the end of the main game. If one mini-game in particular is too hard, then there is a

Nappy Dresser

The game is separated into three different sections. The ticket-hunting sections, the mini-games and finally the Reptar battle at the end. The first section involves your chosen Rugrat roaming around the various areas of the theme park collecting as many red tickets as you can get your hands on. As mentioned before,



Monster Mash

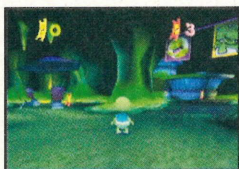
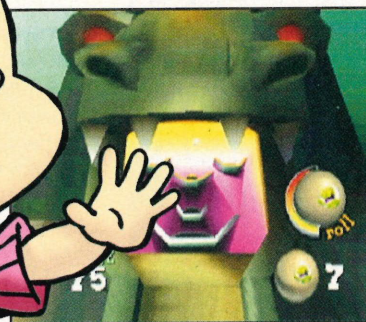
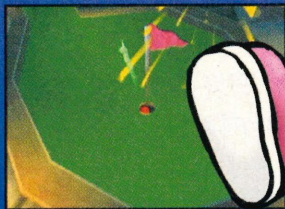
The final battle between RoboSnail and Reptar is very tricky indeed. RoboSnail is faster, can spit his slime further and is basically a right buggler! The best way to battle him is to follow these handy hints...

- 1) Try not to head into a face-to-face battle with RoboSnail as he will win everytime.
- 2) Lure RoboSnail into some narrow spot that leads him towards you. As he tries to get closer to you, this should give you some time to fire off a fireball and then retreat.
- 3) After shooting a fireball, you'll notice that you freeze for a while. This makes a quick escape impossible. The best thing to do is, before you fire, make sure you can back away. Backing away from the enemy is often the quickest mode of escape.
- 4) RoboSnail is very quick to splatter you all over with his slime. When retreating, twisting off to the side is usually a better idea than side-stepping.
- 5) Keep an ear out for the 'boing' sound effect as it signals the arrival of a crate of ammunition. Well there you go. Good luck, and be careful out there!



Straight Down The Middle

Possibly the most enjoyable game in EuroReptarLand is the mini golf course that places you on nine of the craziest holes you could ever imagine. You can putt the ball down a tea cup in the Chinese village, or even around a super-hot volcano. What about hitting the ball down the spine of a large dragon in the sky? For each hole-in-one or birdie (or whatever else) you manage to score, you're rewarded with more red tickets. If you manage to complete the whole course under par then you are awarded a 'super-smashing-lovely-great' golden ticket! (Oh dear God, I just quoted from *Bullseye*!)



[Above] What a lovely place you have here. I like the green slime dripping from the ceiling, and the rotting cat on top of the dustbin.



[Above] Tommy decided that he wanted to take up a new pastime and so headed to the sewers for a spot of turd fishing.

"Fun yet forgettable"



[Above] After Jurassic Park's fences failed, the angry T-Rex decided to stop off at the creche for an pre-rampage appetiser.

good chance that you can forget about it and move on to another challenge. This brings the frustration level down and doesn't allow you to get too angry with the game. But hey, "Why would you get angry with the game in the first place?" we hear you ask. Well that's probably got something to do with the fact that some of the games, despite the audience this game is aimed towards (ie: a fairly young one), can be just a bit too difficult in places. A large majority of the games rely upon reflex skills and also demand a high level of accuracy too. Considering this is a younger kids' game (by and large), a few of the tasks are surprisingly tricky and even a little annoying.

One game which

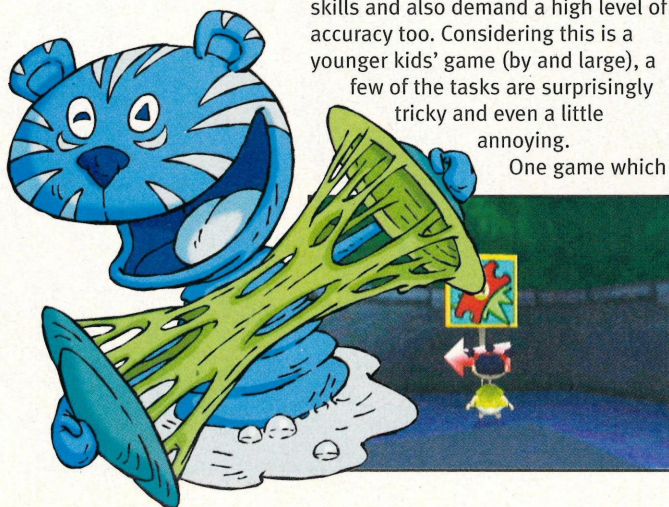
stands out in particular is the one where you must throw balls at an assortment of targets. The actual task itself is not too difficult to complete but as the stages get harder, the margin of error becomes so small that the games become very trying! Failure to complete a task means that you have to start the whole thing again, and because each game is quite long, having to wade through it over and over until you get it right can become a bit of a chore, and this process wears away some of the fun. The same can be said of the final battle between you – as Reptar – and RoboSnail which is a major strain on your patience. The main problem with this section is the sloppy control system. Reptar is slow, understandably, and not particularly responsive. When attacking with



[Above] It took only seconds for Bjork's dreadful singing to terrify the children (and most of the adults) and clear the park.



[Above] Give me that ticket, or I'll punch you so hard that when you wake up, all of your clothes will be out of fashion!



Bits And Pieces

There are other ways to collect gold tickets y'know! Oh yeah! If you buy a jigsaw piece from the shop and then take the piece to a designated place in the park, then you're able to play a game that gives you the opportunity to get another ticket. The game itself is a jigsaw (duh!) that is set against the clock. This is not as easy as it seems as the pieces can be rotated and placed anywhere, making it harder to figure out where exactly they should go. Yes, bit of a tough one, we think!



fireballs, Reptar becomes stuck for a few seconds and this gives your opponent more than enough time to get a couple of shots in. More often than not RoboSnail is simply too nippy and can out-run and out-shoot you, making the final battle very hard indeed. Reptar's slow response time, as you'd imagine, doesn't help things at all. However, while this might be a little on the annoying side, it is far from a major problem. In fact many of the games are a lot of fun, including bumper car challenges, games where things pop up and you whack them (oh grow up), ball-tossing competitions (I said

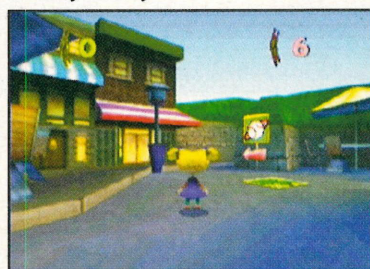
"Not the best N64 game ever, but far from the worst either!"

behave), balloon-popping, mini golf and fly-swatting! Although it sounds like a bunch of thrown-together ideas, as a whole it all seems to work. The mini-golf course in particular is an enjoyable diversion and a great game in its own right.

Dummy Run

Possibly the biggest fault of *RIP* (isn't it a bit ominous that *Rugrats in Paris* can be abbreviated to that?) is the sections between mini-games that involve you walking around, collecting those damned tickets. All of the Rugrats walk pretty slowly and handle equally sluggishly and so having to wade around each area at quite a leisurely pace slows the game

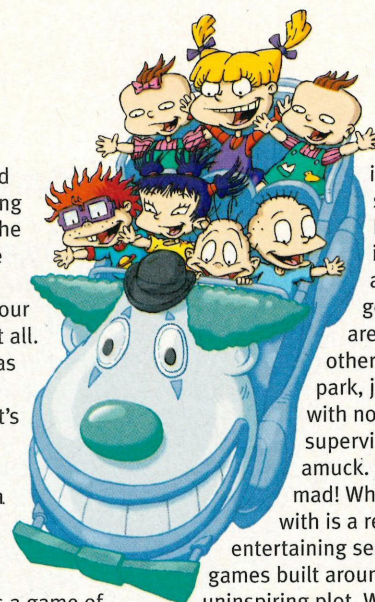
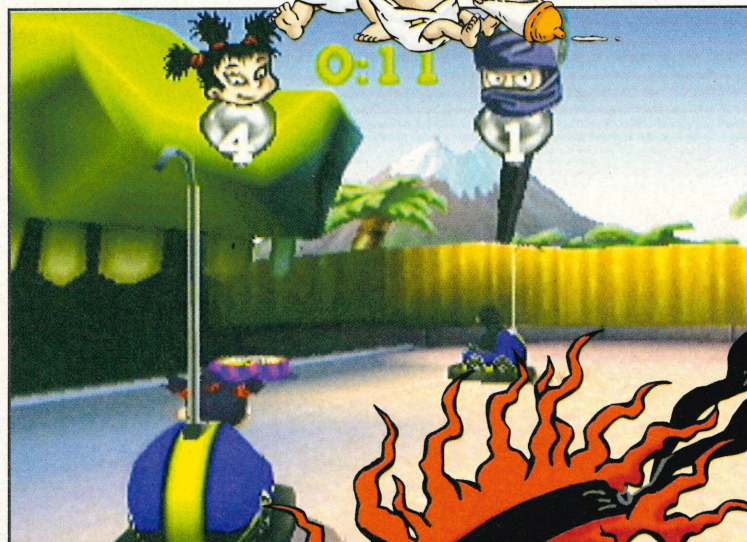
[Below] *Hello? Is anybody ou there?! I think I've been locked in the park overnight. I want my Mummy!*



down a hell of a lot, and makes the actual hunting part of it a big pain in the nappy. Oddly, when the game requires a fast response, controlling your Rugrat is no problem at all. It responds as quickly as you need it to and doesn't let you down. It's just in those sections where the pace of the game itself slows down that you notice how boring everything becomes. It almost seems as though *RIP* is a game of

two speeds!

During these parts of the game there is nothing else to do. There are no obstacles to avoid, enemies to battle or puzzles to solve – nothing, in fact, to make this part of *RIP* a little bit more



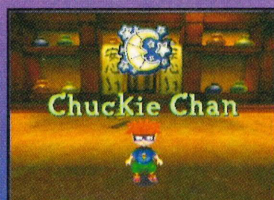
interesting. As it stands, EuroReptarLand is a very empty and dull place to go. I mean, there aren't even any other visitors to the park, just a little baby with no adult supervisor, running amuck. Now that's just mad! What we are left with is a reasonably entertaining selection of party games built around a rather uninspiring plot. Which is a bit of a shame really.

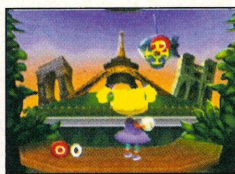
Midwife Crisis

Happily, on the visual side of things, everything is a little bit merrier! Compared to the previous *Rugrats* title (that's the *Scavenger/Treasure Hunt* one for those of you who are interested) the graphics have been improved dramatically. This time around the characters actually resemble their celluloid counterparts and not the *Sesame*

For The Chop!

Did you know that Chuckie dreams of being a Kung-Fu fighting, Jackie Chan-type hero? No? well, he does, and in *Rugrats in Paris* he gets to live out his dream, literally. Instead of sleepwalking, when Chuckie falls asleep he goes 'sleepkicking'. In this game, Chuckie must battle hovering wooden boards and plank men with his amazing Kung-Fu powers! If he gets hit however, he runs the risk of waking up and losing his abilities. This also means that the mini-game is over and if you want to win the prize, you're going to have to do it all over again!

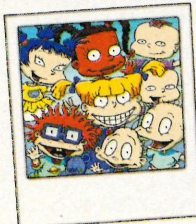




[Above] For Angelica's 'show and tell' this week, she decided that she'd do a complete recreation of the Hindenburg disaster.

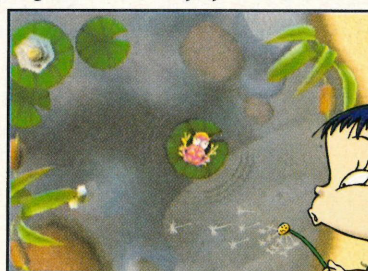


Street rejects they appeared to mimic in the last game. Although rather sparse, the environments themselves are also just as good looking. Despite being as empty as a biscuit tin at a pot-



smokers' convention, the areas in *RIP* are certainly created well enough to make you believe that you are in an amusement park because each section captures that candy-covered schmaltz every theme park in the world is drenched in. In some places, there are nice little visual touches that improve what would be an otherwise dull screen. During the game that involves your pet frog eating any insect it can get its tongue around, for instance, the face of your chosen baby can be seen reflected in the pond water below. If you take the time to notice, then it's possible to spot the expressions on the face change along with the action. It all looks very pretty and manages to recreate the *Rugrats*

[Below] The flock of constipated wood pigeons eventually spotted a deserving target, took aim, and prepared to unload.



universe very successfully.

The sound, on the other hand, is not quite as impressive. Basically, you can take it or leave it. The music doesn't add much to the game and even if you decide to tolerate it, chances are the overly-cute 'tinkle tinkle'

music will drive you insane! Although if the music is a little bit of a let down, then at least the sound effects manage to do their job properly. During the Ninja Whacking game (don't ask, it all makes sense in the game, and it's not rude at all) every whack on the head is accompanied by the kind of clang that you'd expect to hear as Richie's frying pan makes contact with Eddie's head in *Bottom*.

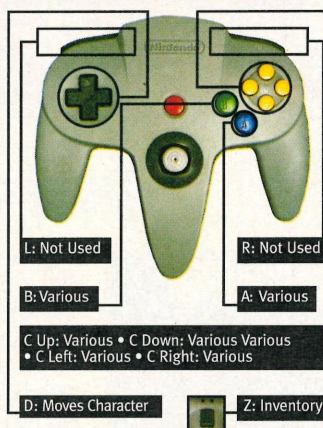
Romper Suit Stomper

Thankfully for devotees of the Saturday morning TV show, *Rugrats In Paris* – the time spent walking aimlessly around the theme park aside – has a great, varied selection of mini-games to play and challenges to confront. There are, admittedly, the odd one or two that fall a bit flat but the majority of the games are loads of fun. As mentioned before, this is a vast improvement over the last game,

but yet still manages to remain nothing more than a reasonably average title. There is some great fun to be had from the adventure as a whole, but due to the fact that these games are all rather loosely linked together, the general feel of the game seems rather incomplete – it's best described as fun yet forgettable. This game is highly recommended to fans of the television series, the film and anyone who likes console-based party games featuring chatty ankle-biters. ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Rugrats Treasure Hunt: THQ

Reviewed: Issue 30, 44%

Mario Party: Nintendo

Reviewed: Issue 24, 80%

RATING

Graphics



Audio



Gameplay



Challenge

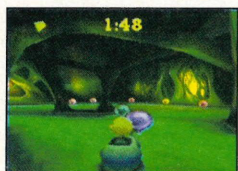


OVERALL SCORE

80%

Soundbite:

Chock-full of surprisingly fun mini-games, but a bit too tough in places!



[Above] Taking a wrong turn at the end of the Channel Tunnel, a surprised Tommy stumbled onto the set of the Grotbags TV show.



2nd Opinion

Rating



→ I have to admit that the arrival of *Rugrats In Paris* hardly bowled me over. It's a fairly passable attempt at a party/RPG game, but it is quite frustrating at times, and might just become annoying if you're not a committed fan of the show.

→ Alex Jones

Rugrats In

Those pesky kids get everywhere!

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	Creations
Game Type	Platformer

Yes, not content with roaming around Paris on the N64, those utterly deranged, balloon-headed pre-adolescents the Rugrats are carrying on their chaotic European escapades on the Game Boy Color as well!

The plot of the GBC version of *Rugrats In Paris* is fairly similar to that of the N64 version, albeit a bit more twee. Once again, the kids have gone to visit EuroReptarLand and the object of the game is to make your way around the park, playing various mini-games to gain tickets which allow you access to various platform sections, which in turn open up new areas of the park. Your task initially is to track down a Princess that the 'rats have spotted and whom they think would make a good mum for Chuckie... told you the plot was twee!

Mat Mice

Unlike the gameplay of the N64 version, in *Rugrats In Paris* on the Game Boy Color you don't have to trudge endlessly round a fairly deserted park in



[Above] This is the layout of EuroReptarLand – you progress through the park simply by moving the circular yellow cursor.

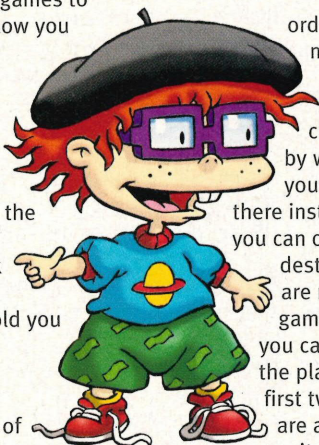


[Above] Whack those pesky mammals! Use the green hammer to smack them on the head as they pop out of the holes.



\$64,000 QUESTION

- Fun mini-games
- Great graphics
- Platform sections can get boring



order to try out the various mini-games. Instead, progress through the park is made via a cursor on the park map, by which you simply select your destination and travel there instantaneously. At first you can only access three destinations, all of which are mini-games. Play these games to win tickets, and you can then tackle one of the platform sections. The first two you have access to are a standard 'find the switches' multi-level sideways-scrolling affair, and a slightly more original multi-directional scrolling flying game where the youngest Rugrat (who's name escapes me at the moment) must pilot a plane around a large

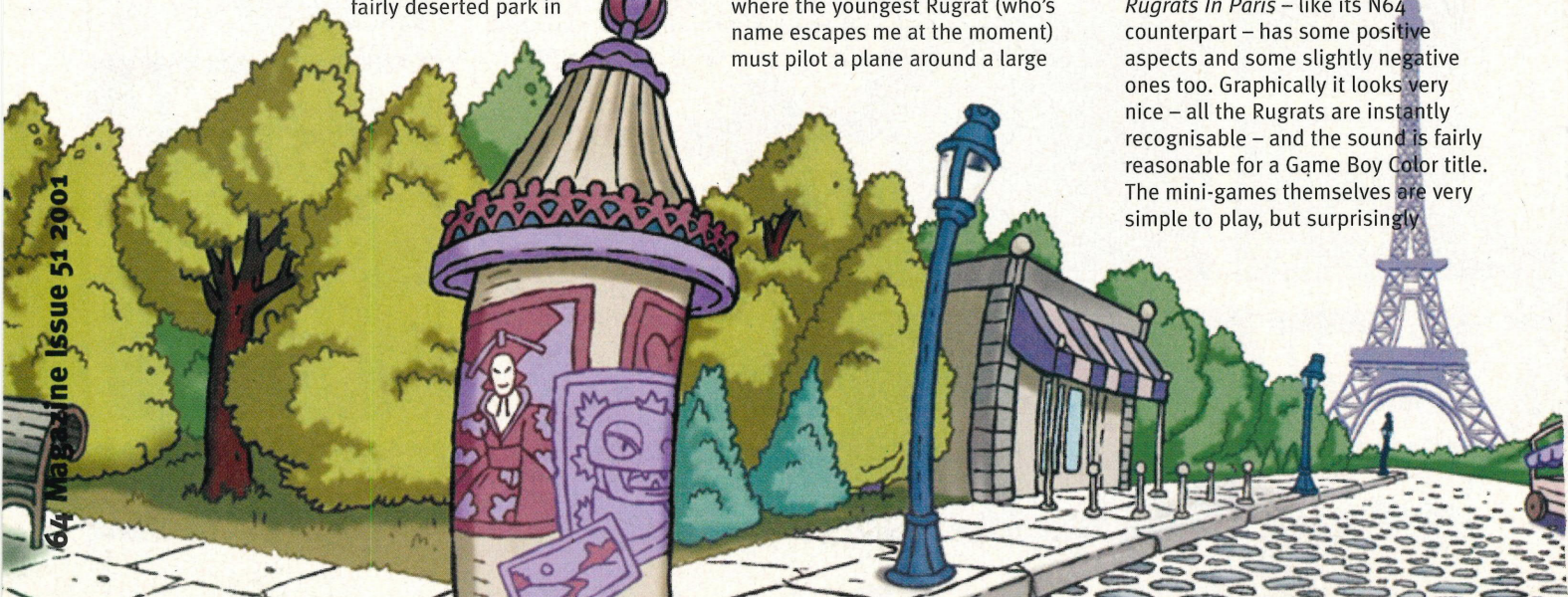


[Above] Chuckie prepares to circumvent the impenetrable force-field... by making use of the conveniently placed switch!

cloud-filled area, locating various famous landmarks and taking photographs of them.

Carpet Gerbils

Rugrats In Paris – like its N64 counterpart – has some positive aspects and some slightly negative ones too. Graphically it looks very nice – all the Rugrats are instantly recognisable – and the sound is fairly reasonable for a Game Boy Color title. The mini-games themselves are very simple to play, but surprisingly



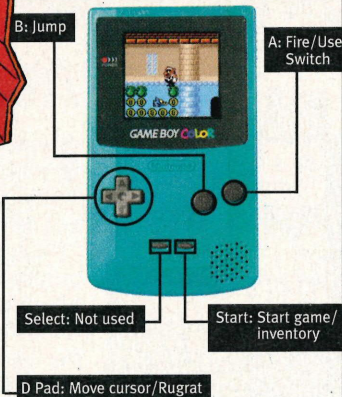


Paris



64 *MAGAZINE* **BOTTOM LINE**

CONTROLS



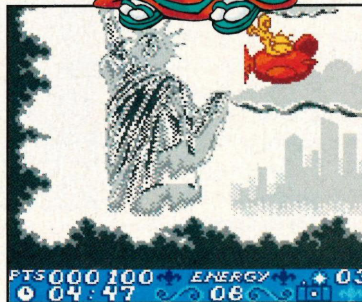
67



[Above] Oh good grief! It's not enough that the kids are insufferably cute – we have to have an equally insufferably cute storyline!



[Above] Chuckie prepares to take a ride on the London Eye... and he's only been queuing for thirty-seven hours too!



[Above] Take to the skies for an aerial tour of famous landmarks – is it really safe for the pilot to photograph while flying though?

addictive, although it's debatable quite how many times you will want to play them, because unlike the N64 version there's no multiplayer option

to consist of jumping repeatedly over little robots to find switches, and it seems to go on for ages! However, original touches like the aerial

"The mini-games themselves are very simple to play, but surprisingly addictive"

(could have been done with a link-up!) and the patterns in the games seem to be fixed rather than random.

The platform sections are less fun, being fairly large with very little going on – the first for instance tends

photography level give the game a bit of a lift and the difficulty level ensures that you won't finish this

game off the same day you get it. All in all, a fairly decent game and one that's well worth a look, particularly if you're a fan of the TV series and the Rugrats movies. ■



2nd Opinion

Rating



→ This game's main strength lies in its mini-games which can be fun and quite addictive. Sadly, the rest of the game is a little less inspiring, but for a fair while at least, there is definitely some enjoyment to be found here – worth a look!

→ Paul Gannon

ALTERNATIVES

Inspector Gadget: Ubi Soft
Reviewed: Issue 47, 85%
Merlin: EA
Reviewed: Issue 49, 71%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

73

Soundbite:

Fairly average platformer with some nice mini-games thrown in.



ALIENS: THANATOS ENCOUNTER

REVIEWS

Written by:
Paul Gannon

68

Aliens: Thanatos

Finally! An excuse to be Xenophobic!

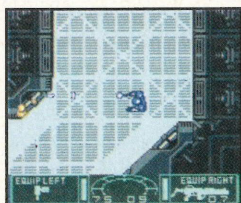


\$64,000 QUESTION

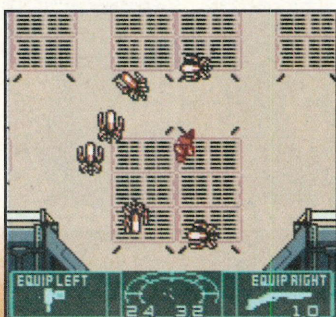
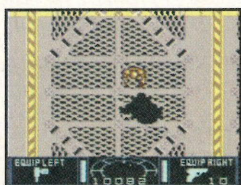
- Plenty of action
- Large selection of guns
- Looks great
- Stupid password system

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	Crawfish Interactive
Game Type	Shoot-'em-up



[Below] I wonder what is down that hole? I can bet you a thousand quid that it isn't a bleedin' white rabbit, that's for sure!

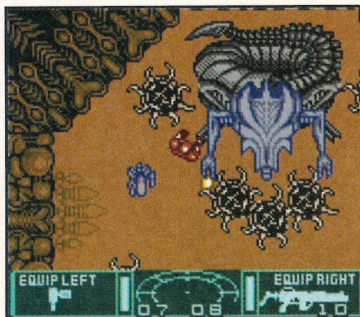


Imagine it: You're travelling back home to Earth. You're part of a group of marines who, finally, are getting to see their families and friends. Before you know it, you pick up a distress call from a spaceship not too far away. It seems that your duties are far from over and as you head towards the craft your heart fills with dread. Something is not quite right. Your ship docks and you and your fellow marines board the seemingly empty vessel. As you venture through the darkness, you could swear that there is something lurking in the shadows, so you nervously tighten your grip on your pulse rifle. Behind you a scream rings out that stops just as quickly as it began, and it's then you notice that you are all alone. Or are you? Emerging from the darkness an even blacker form begins to take shape, accompanied by a nerve-shredding hissing sound. And unfortunately for you, it's the last sound you ever hear. Welcome to *Aliens: Thanatos Encounter*...

Gut Buster

If all that sounds familiar and yet strangely inviting, then *Aliens: Thanatos Encounter* should be just the cup of acid you need! The game is viewed from a top-down angle (imagine *Grand Theft Auto*, but with people rather than cars) and it sticks you in a maze of metal corridors teeming with acid-spitting aliens. Your quest is to hunt down and eradicate the aliens while searching for survivors and rescuing your own team-mates before the big showdown with the Alien Queen.

When the game starts you have a number of members from your team to chose from. If one of them dies then you simply move on to another team

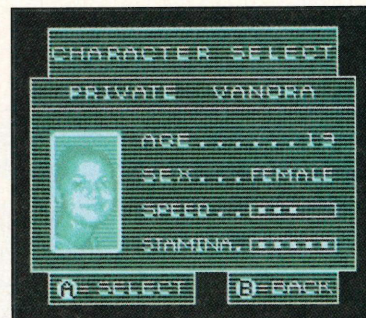


[Above] You'd better be prepared before you take on the Alien Queen. Remember when aliens were cute with glowing fingers?

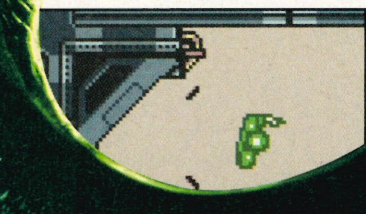
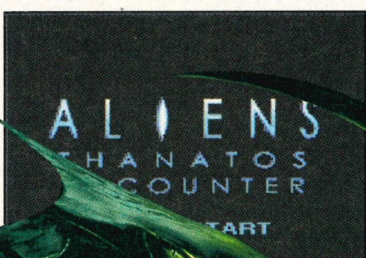
member. However, if one of them gets captured you are given an allotted time period within which to rescue them. This means if you stay alert, you can constantly keep your team alive. Each level is designed with an objective in mind and you must search every area to eradicate the threat and find the exit. Along the way you can collect all kinds of power-ups and various assorted weapons to help you complete your task.

Acid Trip

Throughout the game there are tons of familiar elements from the movie series to keep fans of the franchise happy. There are face-huggers galore, aliens to blast and even the Power Loader that Sigourney Weaver demonstrated so well in the motion picture. Considering that the graphics aren't all that astounding, they still look extremely crisp and smooth with



[Above] Private Vanora is definitely in the 'brutally ripped in half by aliens in the first 30 seconds' category of marines.

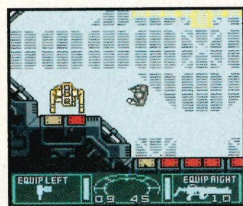


Encounter

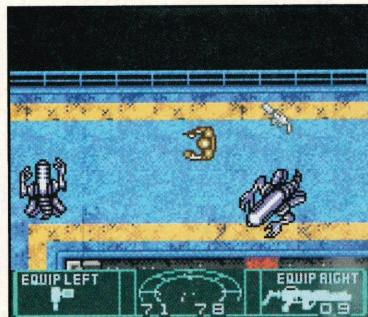
64 *MAGAZINE* **BOTTOM LINE**

CONTROLS

69



[Above] This is your chance to swat some nasty alien scum, so strap yourself in and become one of the Bay City Loaders!

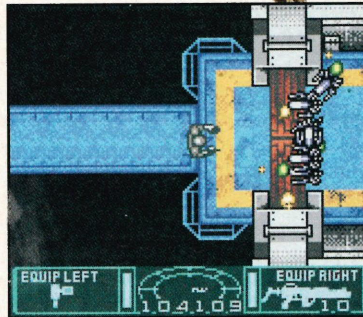


[Above] More aliens and just behind you is a great big gun with which to finish them off. Are you feeling lucky punk? Well, are you?



"A very entertaining action adventure"

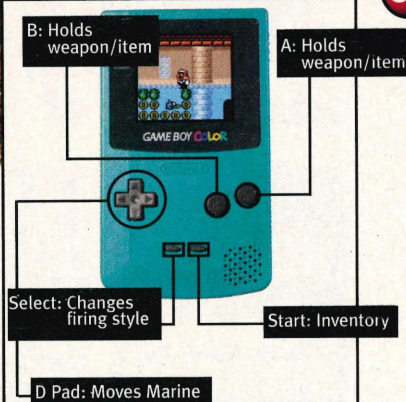
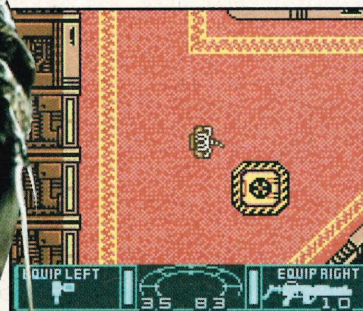
rounds at those pesky aliens, none of your ammunition seems to be making any contact and it isn't until the creature eventually evaporates that you realise that you have, in fact, been hitting your target. The other major flaw is



[Above] Ha, Ha, Ha. You can't get in! I am invincible! Wait, why is my motion sensor detecting life forms behind me? Uh oh...

a problem *Croc 2* (also reviewed in this issue) suffers from, namely, a ridiculous password system. Each password is far too long and a game like this would really benefit from a battery back-up save system instead. Although you can tolerate the reasonably annoying shooting element (which gets better as the weapons gradually improve) the password system is a bit of a joke. And not a very funny one at that!

Despite its minor flaws, *Aliens: Thanatos Encounter* is still a very entertaining action adventure that involves a little bit more strategy than you'd expect and far more action than you deserve. It might not sustain your interest for long, but it will, for that short time, excite your senses! ■



ALTERNATIVES

Obi Wans Adventure: THQ

Reviewed: Issue 49, 91%

Grand Theft Auto 2: Rockstar Games

Reviewed: Issue 46, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

85%

Soundbite:

Despite its shortcomings, this game is as vicious as the acid that the aliens spit!

2nd Opinion

Rating




→ I really liked this, although I agree with Paul that the gunfire detracts from the overall atmosphere – where are the visuals of the high-velocity slugs ripping into the offending Xenocs as they come salivating for your blood, eh? Answer me that!

→ Roy Kimber

Player Manager 2001

Better than discussing ball control with Jimmy Hill...



\$64,000 QUESTION

- Easy to pick up and play
- Quite addictive
- Too much tiny text onscreen
- No real player names!

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	To Carl
Publisher	THQ
Developer	G3 Interactive
Game Type	Management

The life of a football manager is a precarious one. The constant demands for dismissal (and in some cases – public beheading) by your supposed fans all take their toll on the sanity of ‘The Gaffer’. Modern managers often need to be able to speak a smattering of most European languages, and empathise with foreign players who are paid £60,000 per week to kick a football and get homesick (aah... the poor mites, not! – Roy) So you’re still thinking of becoming a football manager? In short, don’t bother – just get *Player Manager 2001* on the Game Boy Color.

I’m Sick As A Parrot, Des

Anyone who’s played footy management games on – for example – a PC, will know that they’re hardly the most graphically intense titles in the world, instead placing the emphasis on two things: tension (there’s lots of it)

we’ve got here is a stripped down management sim with the focus on instant playability and fun.

The main gripes here are that the game loses realism because none of the player names are real, and it’s also a bit easy. Apart from these minor shortcomings, it’s a fun, engaging title, and one that you’ll find oddly addictive. Not as good as *O’Leary*, but pretty close. ■



[Above] The English FA’s proposed new venue for the rebuilt Wembley Stadium didn’t go down too well with the fans.

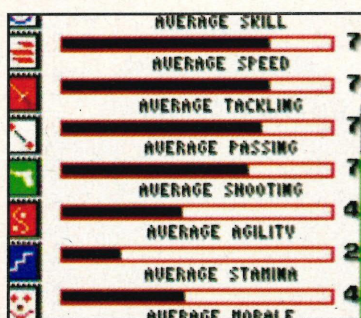
“A stripped down, simplified management sim focusing on playability and fun”

and stats (they’re everywhere). As you might imagine, the Game Boy is hardly equipped to handle over 300 teams in 15 leagues simultaneously, like a PC, so what

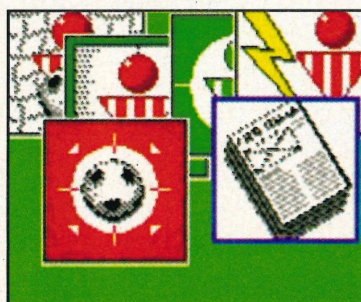
[Below] When Steven Hawking gave England tactical advice, the diagrams quickly got confusing.



[Above] Chelsea’s new manager found it hard to pick a language that most of his squad could understand.



[Above] England’s new cyborg midfielder churned out loads of useful information for the manager at half-time.



[Above] Graphically this title is absolute toss. Don’t worry though, there’s a decent game in there somewhere, we promise.

2nd Opinion

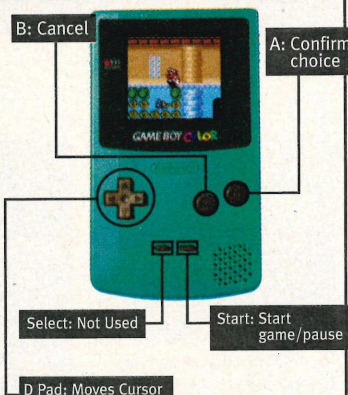


→ I’m not really a fan of this kind of game and to be honest I probably wouldn’t buy one. As an example of the genre though this is a good effort, but if I had to pay money for a footie management sim I’d definitely go with *O’Leary Manager 2000* instead.

→ Roy Kimber

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

O’Leary Manager 2000: Ubi Soft
Reviewed: Issue 44, 90%
Mario Tennis: Capcom
Reviewed: Issue 51, 96%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

83

Soundbite:

Could have been in the Premier League, but for a few flaws.

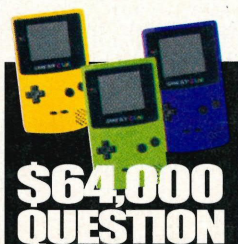


CROC 2

More fun than a crocodile has teeth!



[Above] Away from prying eyes, Croc wanders back and checks that his hostage is still alive.



\$64,000 QUESTION

- ➔ Improved, larger graphics
- ➔ Smart puzzle element
- ➔ Looks great
- ➔ Stupid password system
- ➔ A lot of aimless rambling around

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	Argonaut Software
Game Type	Platform

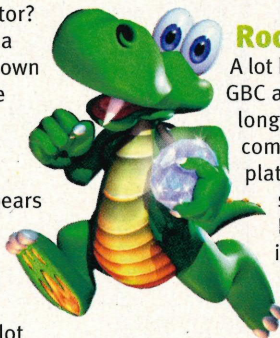
2nd Opinion

Rating



What's the difference between a crocodile and an alligator?

Well in this case, a crocodile has it's own videogame on the Game Boy Color and an alligator doesn't! Once again, Croc reappears on the GBC, revamped, re-energised and repackaged and looking an awful lot



off to find her, doing a few favours for people along the way!

Rock Around The Croc

A lot has changed since *Croc's* last GBC appearance. The action is no longer viewed side-on – the common view of nearly all platformers – but instead in a style similar to that of *Zelda*. Not only has the new style improved the game visually, but it makes it a heck of a lot easier to play too!

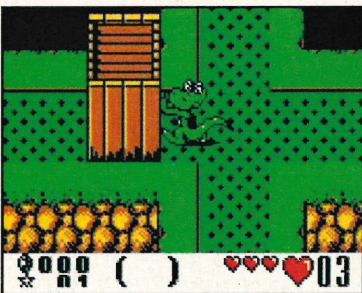
Before you can find your

"A lot has changed since Croc's last GBC appearance"

better than he did in his last outing.

The plot is simple: after finding a message in a bottle that turns out to be from his mother trying to get in touch with him (surely just phoning would have been quicker?), Croc sets

[Above] *Croc the novice magician couldn't make Debbie McGee reappear. Nobody in the audience minded.*



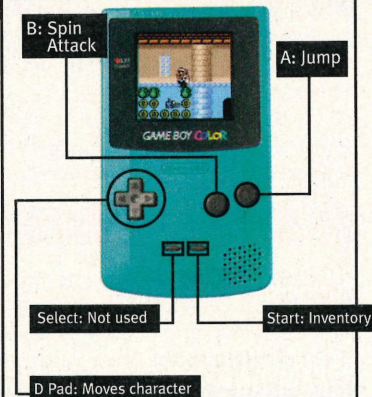
(well not yours – Croc's) mother, there are a number of tasks to complete, but unfortunately many of these tasks involve searching a large area and some of the puzzles are a bit too annoying. Thankfully, they are not so annoying that you give up on the game. Possibly the only completely stupid element of the game is its password system which, because each password is so long, demands that you carry a notepad and pen everywhere you go. Surely, friends, that is not the point of a portable games machine? ■



[Above] *Croc's career as a world-renowned diamond smuggler was at odds with his 'loveable videogame character' image.*

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Croc: THQ
Reviewed: Issue 43, 68%
Daikantana: Kemco
Reviewed: Issue 45, 92%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

85

Soundbite:

Croc 2 is one sharp, snappy and involving little game!

Take your place on the paper podium that is...

Scorezone

72 Another Scorezone and another month's worth of games have been arriving at our desks. Are you better than the rest? Can you beat somebody else's scores into the ground with a large mallet? Do you just want to see your name in the pages of a magazine? If so, you could join the likes of **Iain Lawson** from **East Lothian** and get to show off a nice shiny prize with glitter all over it for your efforts! Oh by the way, Iain, if you are reading this, can you please send your address (via post or e-mail, whatever's your poison) so that we can send you your goodies as soon as possible. Quickly now!

New Games Needed!

In the words of the famous Cole Porter song (I think) "Anything Goes". If you have a game that you feel you're particularly wonderful at, you have the evidence to prove it and you don't mind posting a video or bunch of photographs to us, then send it right away. We'll be waiting!

Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on any N64 game – without cheating, mind!
- Use a camera or a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:
64 ScoreZone
64 MAGAZINE
Paragon House
St Peters Road
Bournemouth BH1 2JS
- Include an SAE if you want your photos/videos back.

Legend Of Zelda

BIGGEST FISH	0:46	David Ryan, Derby
32 Pounds Benjamin Long, Hants	0:47	Matthys ten Ham, The Netherlands
24 Pounds Harris Shackleton, Halifax		
24 Pounds Matthew Thompson, Cookham	0:47	Philip Longhurst, Sudbury
24 Pounds Gareth Haynes, Droitwich		
23 Pounds Leigh Maddox, Cheshunt		
23 Pounds David Park, Hebburn		
MARATHON RACE		
1:02 Philip Longhurst, Sudbury		
1:02 David Ryan, Derby		
1:04 Karl Jobst, Australia		
1:03 Mark Nicol, Western Australia		
1:06 Matthys ten Ham, The Netherlands		
HORSE RACE		
0:46 Mark Nicol, Western Australia		
0:46 Michael Tokarz, New South Wales		
		HORSEBACK ARCHERY
		2000 points Mark Nicol, Western Australia
		2000 points Matthys ten Ham, Netherlands
		2000 points Christopher Ryan, Derby
		2000 points David Ryan, Derby
		2000 points Jan-Erik Spangberg, Sweden
		GRAVEYARD RACE
	0:50	Stephen Hill, Kent
	0:52	Karl Jobst, Australia
	0:53	David Ryan, Derby
	0:55	Benjamin Long, Hants
	0:56	Darren Harris, Birmingham
	0:58	Tammy Harris, Birmingham

Perfect Dark

DATADYNE CENTRAL	1:06	Arif Mollah, Lancashire
0:36 Arif Mollah, Lancashire	1:37	Benjamin Long, Hants
0:38 John Potter, Essex	2:10	Jon Burrows, Queensland
0:43 Jon Burrows, Queensland		
0:46 Benjamin Long, Hants		
DATADYNE RESEARCH		
1:36 Arif Mollah, Lancashire		
1:38 John Potter, Essex		
2:08 Jon Burrows, Queensland		
DATADYNE CENTRAL		
1:24 Arif Mollah, Lancashire		
1:25 John Potter, Essex		
1:40 Jon Burrows, Queensland		
CARRINGTON VILLA		
1:24 Arif Mollah, Lancashire		
1:24 John Potter, Essex		
1:36 Jon Burrows, Queensland		
CHICAGO		
0:19 John Potter, Essex		
0:20 Arif Mollah, Lancashire		
1:28 Jon Burrows, Queensland		
G5 BUILDING		
1:03 John Potter, Essex		
1:06 Arif Mollah, Lancashire		
2:39 Jon Burrows, Queensland		
AREA 51: INFILTRATION		
1:28 John Potter, Essex		
1:41 Arif Mollah, Lancashire		
1:58 Jon Burrows, Queensland		
AREA 51: RESCUE		
1:50 John Potter, Essex		
1:54 Arif Mollah, Lancashire		
2:53 Jon Burrows, Queensland		
AREA 51: ESCAPE		
1:50 Jon Burrows, Queensland		
2:59 Arif Mollah, Lancashire		
3:02 John Potter, Essex		
AIR BASE		
1:31 John Potter, Essex		
1:46 Arif Mollah, Lancashire		
1:50 Jon Burrows, Queensland		
AIR FORCE ONE		
1:03 John Potter, Essex		
		CRASH SITE
	1:50	John Potter, Essex
	1:54	Arif Mollah, Lancashire
	2:11	Jon Burrows, Queensland
		PELAGIC 2
	1:18	John Potter, Essex
	1:28	Arif Mollah, Lancashire
	2:10	Jon Burrows, Queensland
		DEEP SEA
	4:01	Arif Mollah, Lancashire
	5:27	Jon Burrows, Queensland
		CARRINGTON INSTITUTE
	1:04	John Potter, Essex
	1:06	Arif Mollah, Lancashire
	1:26	Jon Burrows, Queensland
		ATTACK SHIP
	2:52	John Potter, Essex
	2:59	Arif Mollah, Lancashire
	3:48	Jon Burrows, Queensland
		SKEEDAR RUINS
	1:48	Arif Mollah, Lancashire
	2:03	John Potter, Essex
	2:53	Jon Burrows, Queensland
		MR B'S REVENGE
	1:57	Arif Mollah, Lancashire
	1:58	Jon Burrows, Queensland
	2:00	John Potter, Essex
		MAIAN SOS
	2:02	John Potter, Essex
	2:32	Arif Mollah, Lancashire
	2:55	Jon Burrows, Queensland
		WAR
	0:31	John Potter, Essex
	0:36	Arif Mollah, Lancashire
		THE DUEL
	0:03	John Potter, Essex
	0:04	Arif Mollah, Lancashire
	0:04	Jon Burrows, Queensland
	0:04	Benjamin Long, Hants

Int Track & Field: Summer Games

POLE VAULT	6.48m, David McKinnie, Cambridgeshire
100M SPRINT	00:09:64 secs, David McKinnie, Cambridgeshire
110M HURDLES	00:13:10 secs, David McKinnie, Cambridgeshire
LONG JUMP	9.19m, David McKinnie, Cambridgeshire
TRIPLE JUMP	18.72m, David McKinnie, Cambridgeshire
JAVELIN THROW	105.84m, David McKinnie, Cambridgeshire
HAMMER THROW	100.93m, David McKinnie, Cambridgeshire
HIGH JUMP	2.54m, David McKinnie, Cambridgeshire
100M FREESTYLE	00:49:69 secs, David McKinnie, Cambridgeshire
100M BREASTSTROKE	01:02:12 secs, David McKinnie, Cambridgeshire
VAULT	9.97 pts, David McKinnie, Cambridgeshire
HORIZONTAL BAR	9.95 pts, David McKinnie, Cambridgeshire
WEIGHT LIFTING	252.5 kg, David McKinnie, Cambridgeshire
TRAP SHOOTING	204 pts, David McKinnie, Cambridgeshire
CHAMPIONSHIP	10123 pts, David McKinnie, Cambridgeshire

Quake II

CENTRAL COMPLEX	INTELLIGENCE CENTRE
1:45 Darren Harris, Birmingham	1:33 Darren Harris, Birmingham
1:51 Alexander Cook, Leeds	1:37 Alexander Cook, Leeds
1:56 Thomas Munn, Leicester	1:40 Thomas Munn, Leicester
COMMUNICATIONS CENTRE	STROGG OUTPOST
0:47 Darren Harris, Birmingham	0:33 Darren Harris, Birmingham
0:58 Thomas Munn, Leicester	0:40 Alexander Cook, Leeds
0:59 Alexander Cook, Leeds	0:45 Thomas Munn, Leicester

Extreme G

CITY 1	2:02:88 Michael Williams, Exeter
1:45:65 Ian Lawlor, Churwell	
2:02:98 Jon Burrows, Queensland	
2:03:91 Sam Doyle, Glossop	
2:05:81 Michael Williams, Exeter	
2:08:73 Joe Young, Bickerton	
CITY 2	
3:07:66 Jon Burrows, Queensland	
CITY 3	
1:58:36 Jon Burrows, Queensland	
DESERT 1	
1:59:60 Ian Lawlor, Churwell	
2:00:95 Jon Burrows, Queensland	
	DESERT 2
	1:54:70 Jon Burrows, Queensland
	DESERT 3
	2:27:18 Jon Burrows, Queensland
	SPACE STATION 1
	1:44:58 Ian Lawlor, Churwell
	2:06:30 Jon Burrows, Queensland
	SPACE STATION 2
	2:15:95 Jon Burrows, Queensland
	SPACE STATION 3
	2:49:41 Jon Burrows, Queensland

TWINE

COURIER	Lowson, East Lothian
1:59 Iain Lowson, East Lothian	
KING'S RANSOM	
2:07 Iain Lowson, East Lothian	
UNDERGROUND UPRISING	
2:14 Iain Lowson, East Lothian	
MIDNIGHT DEPARTURE	
3:02 Iain Lowson, East Lothian	
MASQUERADE	
3:15 Iain Lowson, East Lothian	
CITY OF WALKWAYS	
3:32 Iain Lowson, East Lothian	
CITY OF WALKWAYS 2	
3:20 Iain Lowson, East Lothian	



SCOREZONE



Pokémon Snap

BEST SHOT SCORE
8440 Benjamin Long, Hants

Zelda: Majora's Mask

SWAMP ARCHERY GAME
42 Hits Benjamin Long, Hants

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:50:03 Stacy Needham, Bicester
00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jan Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:06:25 Stacy Needham, Bicester
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seene, Bury St Edmunds

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

01:12:31 Stacy Needham, Bicester
01:22:01 Jan-Erik Spangberg, Sweden
01:22:73 Kevin Seene, Bury St Edmunds
01:23:25 Richard Dunn, New Leake
01:27:24 James Eyre, Leicester

HAUNTED WOODS

00:47:65 Stacy Needham, Bicester
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seene, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

FROSTY VILLAGE

01:10:96 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seene, Bury St Edmunds
01:30:91 Darren Harris, Birmingham

EVERFROST PEAK

01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seene, Bury St Edmunds

SNOWBALL VALLEY

00:41:80 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seene, Bury St Edmunds

WALRUS COVE

01:27:81 Stacy Needham, Bicester
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:03 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seene, Bury St Edmunds

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seene, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seene, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

STAR CITY

01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seene, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

Goldeneye

FACILITY - 00 LEVEL!

0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchin, Australia

BELOMORYE DAM

0:47 Arif Mollah, Lancashire
0:50 William Peers, Stoke
0:52 David and Christopher Ryan, Derby
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent
0:53 Benjamin Long, Hants

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:51 James Eyre, Leicester

RUNWAY

0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

SURFACE 1

0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:05 Benjamin Long, Hants
1:06 Luke Sutton, South Australia

BUNKER 1

0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Karl Jobst, Australia

LAUNCH SILO

0:49 Arif Mollah, Lancashire
0:59 Benjamin Long, Hants
1:02 David Ryan, Derby
1:06 James Eyre, Leicester
1:07 William Peers, Stoke
1:08 Ben Kitchin, Australia
1:09 Luke Sutton, South Australia

FRIGATE

0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Arif Mollah, Lancashire
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glosop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 Arif Mollah, Lancashire
0:20 David Ryan, Derby
0:22 Benjamin Long, Hants
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

2:37 Matthys ten Ham, The Netherlands

2:38 Danny Dunn, New Leake

2:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16 Arif Mollah, Lancashire
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:16 William Peers, Stoke
0:17 Benjamin Long, Hants
0:17 Chris Stuart, Peterhead
0:17 Christopher Ryan, Derby

STREETS

1:08 Arif Mollah, Lancashire
1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

DEPOT

0:22 Arif Mollah, Lancashire
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:22 Benjamin Long, Hants
0:23 Chris Stuart, Peterhead
0:23 Luke Sutton, South Australia

TRAIN

1:00 Benjamin Long, Hants
1:04 Arif Mollah, Lancashire
1:15 William Peers, Stoke
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

JUNGLE

1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands

CONTROL CENTRE

3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

1:00 Arif Mollah, Lancashire
1:02 Benjamin Long, Hants
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:07 Karl Jobst, Australia

CRADLE

0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone

AZTEC COMPLEX

1:06 William Peers, Stoke
1:07 Arif Mollah, Lancashire
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:14 Benjamin Long, Hants
1:16 Jon Burrows, Queensland
1:18 James Eyre, Leicester

EGYPTIAN TEMPLE

0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

WCW/Nitro

SINGLE MATCH

98120 Jon Burrows, Queensland
61900 Rob Varley, Queensland

TAG MATCH

110680 Jon Burrows, Queensland
77280 Gavin Deadman, Biggin Hill

US HEAVYWEIGHT

160120 Gavin Deadman, Biggin Hill
145670 Jon Burrows, Queensland

CRUISERWEIGHT

145475 Jon Burrows, Queensland
98790 Gavin Deadman, Biggin Hill

TAG TEAM TITLE

57110 Jon Burrows, Queensland

WORLD HEAVYWEIGHT

160650 Jon Burrows, Queensland

TV TITLE

96960 Gavin Deadman, Biggin Hill

HANDICAP MATCH

97540 Jon Burrows, Queensland

BATTLE ROYAL

47000 Gavin Deadman, Biggin Hill
46400 Jon Burrows, Queensland

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistoff, Copenhagen
34956 David Park, Hebburn
33701 Andy Murray, Bournemouth
32112 Martin Hurley, St Helens

Tetrisphere

RESCUE
913530600 John Lambregts, The Netherlands
259549700 Joel Smith, Springfield, Australia
145032800 Jay Scott, Fort-William
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland

Shadows Of The Empire

BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth
0:02:23 Karl Jobst, Australia
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia

ESCAPE FROM ECHO BASE

0:01:26 Karl Jobst, Australia
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:03:32 Karl Jobst, Australia
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst

MOS EISLEY AND BEGGAR'S CANYON

0:01:36 Karl Jobst, Australia

0:01:41 Magnus Smith, Burra Isle

0:02:49 Matthew Stevenson, Bournemouth

0:04:26 Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:11 Karl Jobst, Australia
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

0:05:51 Karl Jobst, Australia
0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth
0:09:11 Karl Jobst, Australia

XIZOR'S PALACE

0:04:01 Karl Jobst, Australia
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

Star Wars: Episode One Racer

ANDO PRIME CENTRUM

2:28:336 David Scott, Newry
3:03:510 Tim Hughes, West Sussex
3:04:033 Stephen Hill, Kent
3:33:629 Darren Harris, Birmingham
3:33:500 Chris Perry, Cambridge

BEEDO'S WILD RIDE

3:06:411 Stephen Hill, Kent
3:34:998 Darren Harris, Birmingham
3:35:652 Chris Perry, Cambridge
3:49:292 Julian Scott, Newry

BOONTA TRAINING COURSE

1:08:575 Julian Scott, Newry
1:50:993 Richard Lewis, Surrey
1:53:644 Darren Harris, Birmingham
1:53:851 Luke Sutton, South Australia
1:54:023 Chris Perry, Cambridge

EXECUTIONER

4:39:014 Stephen Hill, Kent
4:48:130 Tim Hughes, West Sussex
5:00:653 Darren Harris, Birmingham
5:01:034 Chris Perry, Cambridge
5:04:442 Julian Scott, Newry

MALASTARE 100

2:01:442 Tim Hughes, West Sussex
2:03:049 Stephen Hill, Kent
2:14:014 Darren Harris, Birmingham
2:23:537 Julian Scott, Newry
2:25:364 Chris Perry, Cambridge

MON GAZZA SPEEDWAY

0:23:073 Julian Scott, Newry
0:47:409 Stephen Hill, Kent
0:48:878 Richard Lewis, Surrey
0:51:297 Darren Harris, Birmingham
0:55:894 Chris Perry, Cambridge

SCRAPPER'S RUN

2:21:423 Richard Lewis, Surrey
2:26:855 Darren Harris, Birmingham
2:26:906 Julian Scott, Newry
2:27:602 Chris Perry, Cambridge

VENGEANCE

4:05:078 Julian Scott, Newry
4:05:716 Tim Hughes, West Sussex
4:18:857 Darren Harris, Birmingham
4:22:203 Chris Perry, Cambridge

ABYSS

3:43:245 David Scott, Newry

THE GAUNTLET

6:07:653 David Scott, Newry

GRAPEVINE GATEWAY

4:05:972 David Scott, Newry

SEBULA'S LEGACY

2:40:818 Julian Scott, Newry

DUG DERBY

2:17:161 Julian Scott, Newry

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

01:17:32 Arif Mollah, Lancashire
01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston

KOOPA TROOPA BEACH

01:23:12 Arif Mollah
01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur Van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
0:00:56 Richard Dunn, New Leake
0:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

KALAMARI DESERT

00:44:39 Arif Mollah, Lancashire
00:50:70 Jeffery Van der Aa, Netherlands
00:52:47 Ben Kitchin, Australia

01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:55:24 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

SHERBET LAND

00:59:59 Arif Mollah, Lancashire
00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens
02:04:12 Craig Bartlett, Bournemouth

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens
02:34:16 John Bailey, Stevenage

TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston
01:51:22 Martin Hurley, St Helens
02:21:22 Martin Hurley, St Helens

Banjo-Kazooie

SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland
0:02:10 Andrew Shirley, Chester
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeneey, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland
0:14:09 Andrew Shirley, Chester
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeneey, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland
0:15:02 Kevin Seeneey, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland

0:08:47 Kevin Seeneey, Bury St Edmunds
0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

0:20:52 Jon Burrows, Queensland
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

0:12:18 Jon Burrows, Queensland
0:13:30 Kevin Seeneey, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZEY PEAK

0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seeneey, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY

0:11:25 Jon Burrows, Queensland
0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeneey, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

GRUNTILDA'S LAIR

0:46:46 Michael Ilioski, Victoria

Monster Truck Madness

GRAVEYARD

3:19 Stephen Davies, Manchester

RUINS

2:59 Stephen Davies, Manchester

JUNKYARD

3:40 Stephen Davies, Manchester

THE HEIGHTS

7:07 Stephen Davies, Manchester

VOODOO ISLAND

6:04 Stephen Davies, Manchester

GREENHILL PASS

4:50 Stephen Davies, Manchester



Micro Machines

THE MAIN COURSE

00:11:50 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND FERN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:30:01 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achillies Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:50 Andrew Shirley, Chester
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:45 Andrew Shirley, Chester
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

THE JADE MOON

01:02 Richard Dunn, New Leake
01:12 Andrew Shirley, Chester
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:30 Karl Jobst, Australia

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:10 Andrew Shirley, Chester
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Phillip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
02:39 Jon Burrows, Queensland
03:28 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

02:24 Richard Dunn, New Leake
02:24 Jan-Erik Spangberg, Sweden
02:24 Karl Jobst, Australia

0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
05:44 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Arif Mollah, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

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Scorezone Challenge!

Let's go Disney crazy this month, shall we? If any of you have gotten your hands on *Mickey's Speedway USA* from Rare, or if you decided to take Donald Duck home with you in the form of *Quack Attack*, then we want to hear from you. It's a rather simple challenge but basically we'd like the fastest times on the first world of *Quack Attack*. That's just to get the ball rolling. Hopefully, that should spur everyone else on to beat those scores!

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.



Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

64 SOLUTIONS CHEATS HOTLINE

0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z.

However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 Solutions Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 01753 755930 to get a full refund - because if you ain't happy, we ain't happy!



A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.*

AIR BOARDER 64

Bonus Characters
To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards
Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

- J-Arm**
Gives extra turbos
- Ika-Chu**
gives double jumps
- Father**
gives longer air time
- J-B**
press A+B for turbo jumps

AERO GAUGE

Turbo Start
Hold A and B at the start then release B immediately after the announcer says "ready!"

Turbo
For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

ARMORINES: PROJECT SWARM

Cheat codes
Enter the following codes on the cheats screen for the resulting effects.

- Goldenpie**
unlocks all cheats
- Skippy**
accesses all levels
- Godly**
reveals God mode
- Loaded**
unlocks all weapons
- Sorted**
gives you infinite ammunition
- Pen and Ink mode**
To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.
- Fast Running**
To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

Cheat Codes
Enter any of the following codes at the password screen.

- | | |
|--------|-------------------|
| ALCHR | All Multiplayers: |
| VRCLN | All Weapons: |
| NSRLS | Weird Colours: |
| CLRSMN | Invincibility: |
| MMRTL | Invisibility: |

DNLVSKSF Giant Mode:
IVNLRG Infinite Continues:
CNTN Full Ammo:
MMLVSRM Level Select:
DNSTHMN Mini Mode:
DRVLLVMM Debug Info:
PLYHVR Play as Hoover:
GRNGRLRX Play as Vikki:
TNSLDRS Play as a Tin Soldier:

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform	TNMN
Level	Passwords
2 (Bridge)	FLLNGDWN
3 (Fridge)	GTMLK
4 (Freezer)	CHLLBB
5 (Inside Wall)	CLSNNG
6 (GraveYard)	DGTHS
7 (Castle)	FRNKNSTN
8 (Tan Base)	BDBZ
9 (Revenge)	LBBCK
10 (Desk)	DSKJB
11 (Bed)	GTSLP
12 (Blue Town)	SMLLVLL
13 (Cashier)	CHRG
14 (Train)	NTBRT
15 (Rockets)	RDGLR
16 (Pool Table)	FSNLS
17 (PinBall Table)	WHSWZRD

AEROFIGHTERS ASSAULT

Access All Levels
Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane
On the opening title screen enter the following code:
C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level
Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS
On the title screen enter R, A, Z, R, C Right, A, B to enable the hidden credits option.

Alien Team and Stadium
On the 'enter cheats' screen, enter the code: ATEMYBUIK

Beachball Baseball
On the 'enter cheats' screen, enter the code: BBNSTRDS

Big Everything
On the 'enter cheats' screen, enter the code: GOTHELIUM

Broken Bats
On the 'enter cheats' screen, enter the code: BRKNBAT

Fat or Skinny Players
On the 'enter cheats' screen, enter the code: ABBTNCSTLO

Fireball
On the 'enter cheats' screen, enter the code: GRTBLSFSDST

Paper Players
On the 'enter cheats' screen, enter the code: PRPPAPLYR

AUTOMOBILI LAMBORGHINI

Mirror tracks
To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

HIDDEN CARS

Bugatti EB110
Finish championship mode on novice

Ferrari F50
Finish championship mode on expert.

Ferrari Testarossa
Finish the basic arcade mode on expert level.

Porsche 959
Finish the basic arcade mode on expert level.

Vector
Finish the pro arcade mode on novice

Dodge Viper
Finish the pro arcade mode on expert

BANJO-TOOIE

Cheato's Pages!
We figure that you could hunt for these codes and earn them like a proper little gamer, or if you want, we can give you a few now!
To enter these codes enter CHEATO in the grid, and then follow on by putting the rest of the code in backwards! (Remember, if you haven't found these codes, you will have to enter them in backwards.)

CHEATO SREHTAEF (FEATHERS)
Gives you Double Feathers.

CHEATO SGGE (EGGS)
Gives you Double Eggs.

CHEATO FOORPLLAFF (FALLPROOF)
After falling from a great height, this code will stop you losing any energy!

CHEATO KCABYENOH (HONEYBACK)
Energy bar will slowly recharge.

CHEATO XOBKUJ (JUKEBOX)
Listen to any tune in the game as this code gets the Juke Box working properly in Jolly's Bar.(Level 4 – Jolly Roger's Lagoon).

CHEATO YGGIJTEG (GETJIGGY)
This reveals the information on the signposts in JiggyWiggys Temple. Alternatively, keep entering Madam Grunty's Fortune Telling Tent in WitchyWorld repeatedly until the code is given to you!

The following cheats can't be earned and have to be preceded by CHEATO for them to work. Note that they do not have to be entered backwards!

CHEATO SUPERBANJO
Gives Banjo that little extra bit of speed he needs.

CHEATO SUPERBADDY
Makes all the enemies run just as fast as Superbanjo.

CHEATO HONEYKING
Allows you infinite energy and air.

CHEATO NESTKING
Gives you infinite eggs and feathers.

CHEATO JIGGYWIGGYSPECIAL
This unlocks all the levels without you having to collect all the jiggys.

CHEATO HOMING
This code can only be accessed when you have found the egg and gained the appropriate skill. You cannot enter it with the CHEATO code. This code gives you the homing eggs that lock on to enemies. The mystery blue egg that you need can be found behind the waterfall in Spiral Mountain. Take the egg back to Heggy in her egg shack and wait for it to hatch!

CHEATO PLAYITAGAINSON
Enter this code to unlock all the movies, intros for bosses and mini-games. It also unlocks the secret video you get from collecting all of the 90 jiggies!

BATTLETANX

All Gangs in Campaign Mode
Enter LTSLTSGNGS as a password

Storm Ravens Gang
Enter WMNRSMRTR for the all-women Storm Ravens Game

- | | |
|----------|--------------------------------------|
| MSTRSVV | Invincibility |
| LVFRVR | Infinite Lives |
| PLVRZM | All Weapons |
| LTSFBLT | Infinite Ammo |
| CRSTLCRL | Invisibility |
| FRGZ | Frog Mode |
| TDZ | Toad Gang |
| CDPLT | Run Story Mode |
| CNCTHRTM | Psychedelic View |
| HVRL | Spinning View |
| Suicide | Hold Down all the C buttons together |

BATTLETANX: GLOBAL ASSAULT

Custom Gangs
To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu
Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes
On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR
Unlock all weapons

WRDRB
Boat Assault Bonus Level

NNKNHCKS
Unlock Brandon's Gang

TRDDYBRRRKS
Unlock Custom Gang

HPPHYPPY
Invincibility

8oDYS
Access all levels

Special Power Ups
Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

- | | |
|--------|---------------------|
| SMSLNG | Brandon |
| NSTYGR | Cassandra |
| BCKDR | Level Select |
| THRTN | Unlock All Tanx |
| SRTHMB | Unlock All Weapons: |

BIO FREAKS

ONE HIT FATALITIES
Minetek
Move in and press:
Towards, Away, C Left + C Down

Zipperhead
Towards, Away, Away + C Right
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo
Move in close and press: Towards, Away, Away + C Up + C Right

Psyclown
Move in close and press:
Towards, Away, Away + C Left + C Down

Sabotage
Towards, Away, Away + C Up
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullzeye
Move in close and press:
Towards, Away, Away + C Up

Delta
Move in close and press:
Towards, Away, Away + C Down

Purge
Away, Towards, Towards + C Up + C Right

Taunt
To taunt your opponent hold: C Left and C Right

First Person Perspective
During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

* While every possible effort has been made to ensure that the information contained in the A-Z of Cheats section is accurate, unfortunately due to the dynamic nature of games software, we cannot guarantee that hints, tips, cheats or playing solutions will work on all versions of a particular game – we're good, but we're not perfect!

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.

Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode mode to appear on the options screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up

A, Right, C Down, C Right, C Up, A, Left.

Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics

C Down, Up, Right, Right, C Right, A, Left.

Smart Bomb

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

Black Adam

C Left, C Right, A, C Down, C Right, Left.

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam

B, A, C Up, A, C Up, A.

Short Adam

Down, C Left, A, Right, Z.

Fat Aliens

Left, A, Right, Down.

Weak Boss

Z, C Right, C Right, B, Left, C Right.

Dancer

Down, Up, C Up, Down, C Right, C Right.

BUCK BUMBLE

All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

CHARLIE BLAST'S TERRITORY

Enter the following passwords to be warped to that level (H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS

Desert stash

4S, 5H, 10C, QC, QC

The Gauntlet

4C, 5H, 10C, 9C, 4C

Blockout

AC, 7D, 6H, 6S, 2H

Danger Pass

6H, 2H, AS, 5H, 8H

Switchback

9D, 10D, JD, JH, QH

Gather TNT

9D, 10H, 10H, 7D, 5H

X marks the spot

AC, 7D, 8D, 5C, 8H

It's about time

6D, 4H, 9H, 6H, QC

Tres Amigos

7D, 10H, AH, 9S, 6H

ALPINE ISLANDS

It's a bomb

7D, 4S, 9D, 7H, QH

Think fast

6D, 4D, 9C, 8C, 4C

Chain reaction

5S, 9S, JH, 6C, 4C

Switchbacks

2H, 3D, 9D, 3D, 2C

Big bang

4C, 5H, QS, 4C, 8C

Long haul

6D, JS, 2H, AD, 6H

Run like crazy

6H, 2H, QC, 7S, 3H

Tix-Tacs-oh No!

6C, KH, 10H, AC, 3S

Bouncing Charlie

2H, 3D, 7H, 6C, 10D

Double Bounce

6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS

Hot Spots

AC, JS, 3C, 7H, 9H

Oil Slick

9H, 6C, 2H, 6S, 2S

Bumpers

2H, 3D, 7C, QD, 8D

Conveyor Belts

AC, 7D, 6S, JC, 4H

First in, Last Out

AC, JC, 3D, JH, KH

Turnaround

4C, 6H, 8C, QS, AD

S. Dakota Switch

2H, 4D, 6D, 4C, 6C

Double Cross

5S, 9S, 10S, QS, 9C

Decathlon

D, 4C, 8H, AC, 10C

Moving Ground

9C, AH, JH, 8D, AS

SWAMP ISLANDS

Breakaway

2H, 6S, 8D, 7H, 7D

remote Control

5S, 9S, JS, 10D, 4C

Trampoline Act

AC, JC, 3D, JC, 7H

Runaround

2S, 6S, JH, 4H, KC

Take it with you

5D, 9H, 2D, 5H, KD

Twin Cities

AC, 6S, 8S, 2C, JS

Crossover

AS, 5D, 3S, JH, AS

Cornered

9D, QD, 4C, 5C, 3H

Peninsula

9H, QH, 5S, JD, AH

Chip Shop

5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies

If you find yourself short on cash, try these tips to stretch your funds: To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500. If you need more power, forget building an advanced power plant and build two normal power plants instead. You'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200.

Open All Missions

On the "Press Start" screen quickly press B, A, R, R, A, C Right, Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

CRUIS'N EXOTICA

Could this game get any worse? No, because now you can access all parts of this 'driving' game if you feel inclined to do so!

For all cars and tracks enter the save game filename as HOTRIDES. Won't you have fun?

DESTRUCTION DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars

In world championship mode:

Taxi Cab

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxicab.

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Alpine Ridge time trial challenge with Baja.

Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars to unlock in total.

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as TT

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two-player adventure mode will be activated.

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track



BYEBYEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it.

BODYARMOR

All balloons are yellow shield balloons.

ROCKETFUEL

All balloons are blue boost balloons.

BOMBSAWAY

All balloons are red rocket balloons.

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons.

TOXICOFFENDER

All balloons are green drop behind balloons.

ARNOLD

Larger characters.

TEENYWEENIES

Smaller characters.

OFFROAD

Four wheel drive for more speed on rough terrain.

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently.

JUKEBOX

Music menu.

WHODIDTHIS

View credits without having to complete the game.

DOOM 64

?TJL BDFW BFGV JYVB

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now quickly hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DEBUG Mode

When 'Press Start' appears at the opening screen, press C Up, Up, C

Left, Right, C Down, Down, C Right, Right, A, B, and if all this button-bashing works, you should hear a sound. A cheats menu will be available but none of the options will be switched on (unless they were previously active or earned). When you start or reload a game, text will appear in the upper-left hand corner of the screen. Press Start on controller two to cycle through the list of options, such as invincibility, all weapons, all keys and also a level warp, even if you haven't completed whatever level you are currently on. Use the buttons noted below to change certain values, such as cloud colour. Note: Debug mode does not save on the controller pak like the other cheats.

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the hidden cheat menu and enter one of the following codes to gain the desired effect:

YADAYADA	Mirror mode
MIDNIGHT	Night mode
TRICKSTER	All stunts
PATWELLS	Beat This! mode
PINHEAD	Small Head Mode
BLAHBLAH	Big Head Mode
SHOWOFF	Stunt Mode

INVISRIDER No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through every single one of the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password

On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen: roller

Extreme Speed

Enter on name selection screen: xtreme

Fisheye lens

On name selection screen: fisheye

Upside down Mode

On name selection screen: antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.



Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a handy shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid-fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns

L and R And Down, L and C Left, L and C Right, L and R and C Left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

Cheat Menu Codes:

Enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left,

L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

L and R and C Up, R and C Left, L and R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway

L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1

R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, L and C Right, L and R and Down.

Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

Silo

L and up, R and C Down, L and Left R and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

Frigate

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

Surface 2

L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

Bunker 2

L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

Statue

R and R and C Down, L and R and C Down, L and Right, L and R and Left,



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CHEAT CENTRAL

80

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi

San Francisco Rush

Xiao Long, Al Rashid, Koyasha
Hidden Characters
To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long

Koyasha, Executioner, Lord Demios, Xiao Long

Machu Pichu

Namira, Koyasha, Taria

MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board, when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car Derby 2" on mini-game island. You can then play Bumper Ball Maze 1 in the mini-game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini-game island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third Bumper Ball course.

Bowser's Magma Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma

Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In Shop

Complete the Eternal Star stage and after the end sequence has disappeared, special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario.
Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes correctly to open up the desired courses:
oEQ561G2

Camp Hyrule Cup 1

5VW689O6

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble

Faster Animation
To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode

Sonny

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in tournament mode

MICKEY'S SPEEDWAY USA

Unlock Louie

If you manage to come first in the first three tracks, on Intermediate Level, then that lovely Louie will be yours!

Unlock Victory Vehicles Circuit

If you'd like to unlock the Victory Vehicles circuits (which consists of Yellowstone, Washington D.C, Malibu and the Everglades) then win three circuits set on Professional level.

MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

Slow CPU cars

C Right, C Up, C Left, C Down, C

Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down- Quit race and win (doesn't work in time trial).
Hold Z and press Up, Down, Left and Right- Change camera angle.
Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better."
(all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Kid Mode

C Down, C Up, R, C Left, Z

gMM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Kameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freplay' will appear in the remaining Credits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two

player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ? Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed & dangerous
555 555	Many weapons
666 666	Silent kombat

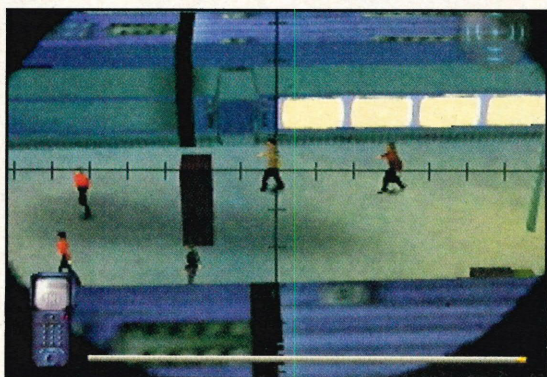
MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.





MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

Remove Opposing Goalie

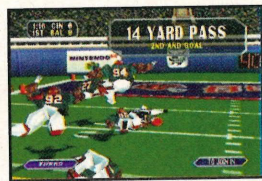
Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you re controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NFL BLITZ 2001

Hidden players

To access the new characters choose the "Enter Name For Record Keeping" option and enter one of these player names and PIN numbers and these faces will be yours!

Name	PIN	Player
ALIEN	1111	
AOB	1111	
AUBREY	7777	
AZPOD	4777	
BRAIN	1111	Brain with eyes
CALEB	0996	
CARLTN	1111	Headless player
CURTIS	1111	Rat mascot
DANIEL	0604	Dan Thompson
DAVID	3333	
EDDIE	3333	
FORDEN	1111	Dan Forden
FRANZ	1010	
GENTIL	1111	Jim Gentile
GRINCH	0222	Punk with spikes
GUIDO	2222	
GUMBY	8698	
JAPPLE	6660	Jeff Johnson
JASON	3141	Jason Skiles
JEFF	1111	
JENIFR	3333	Jennifer Hedrick



JOVE	6644	
LEX	7777	
LUIS	3333	Luis Mangubat
MXV	1014	
NATHAN	0515	
RAIDEN	3691	Raiden from Mortal Kombat
RALPH	1111	Wolf mascot
RANDU	6666	
ROOT	6000	John Root
SAL	0201	Sal Divita
SAD	1111	Sad face
SKULL	1111	Skull
SMILE	1111	Smiley face
WHODAT	1844	

The following PIN codes might look blurred when played on Big Head Mode

ALEC	1197	"Scream" mask
BOXER	2111	Boxer with corn-row hair
DINO	1111	Stegosaur head
MOOSE	1111	Moose head
PIRATE	1111	Pirate
PUNKR	1221	Punk with red mohawk
PUNKB	2112	Punk with blue mohawk
SHINOK	8337	Demon Shinok from Mortal Kombat
SHRUNK	6666	Shrunk head
THUG	1111	Cartoon burglar
TREX	1111	T-Rex head
TURMEL	0322	John Turmell

NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL	Increased armour
CPPLM	Invincibility

OFF ROAD CHALLENGE

Four extra trucks
(All cheats are accessed on vehicle selection screen)

Punisher Truck
Tap C Down

4x4 Monster Truck
Tap C Up

Thunderbolt Truck
Tap C Left

Crusher Truck
Tap C Right

El Cajon Track

to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked.

Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start

To get a boost at the start of the race hit the gas as soon as the announcer says "Go!"

OGRE BATTLE 64

Music test

Start a new game and enter the case-sensitive name MUSIC_ON.

Delete saved game files

Start a new game and enter the case-sensitive name DEL_DATA.

PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.

POKÉMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock	Boulder Badge
Misty	Cascade Badge
Lt. Surge	Thunder Badge
Koga	Sould Badge
Erika	Rainbow Badge
Sabrina	Marsh Badge
Blaine	Volcano Badge
Giovanni	Earth Badge
Medals	Defeat these characters to collect the Elite medals.
Ritchie	
Lorelei	
Bruno	

Very Hard (V-Hard) Difficulty

Setting

Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting

To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo

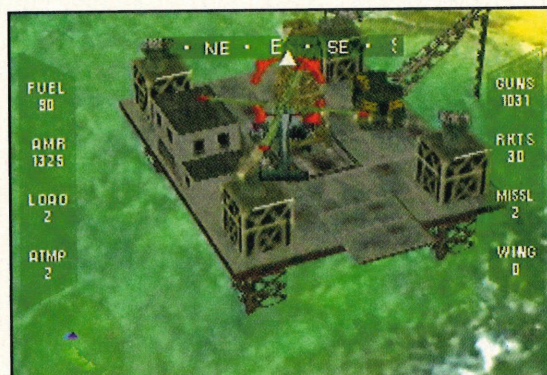
If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but



CHEAT CENTRAL

on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those trainers marked by a ? will be revealed.

Jigglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

TRAINERS AND THEIR POKÉMON!

Ash

Pikachu
Squirtle
Bulbasaur

Brock

Geodude
Vulpix
Zubat

Lt. Surge

Raichu
Jolteon
Magnetron

Koga

Venomoth
Voltorb
Golbat

Team Rocket

Weezing
Arbok
Golbat

Ritchie

Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Bruno

Onix
Hitmonchan
Primeape

Blaine

Arcanine
Charmeleon
Magamar

Gary

Nidoran
Growlithe
Krabby

Misty

Horsea
Psyduck
Staryu

Erika

Tangalo

Weepinbell
Gloom

Sabrina

Abro
Hypno
Alakazam

Giovanni

Persian
Sandslash
Nidoking

Lorelei

Cloyster
Poliwheel
Dewgong

Tracey

Marill
Venonat
Scyther

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen type: QQQQ QQQQ QQQQ QQQQ. You will then receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS

Central Complex

6JBB NVJB BSBX XBF5

Intelligence Centre

1KLS 7VDH B8BT FLXM

Communication Centre

ZKLT QN7G 90B? YCH6

Orbital Defence

VK3K 1MBG T8B7 DCBK

Docking station

WK3C CW3B 99BB XBGH

Strogg Fighter

TK7F BDGT FCJP YF6G

Cargo Bay

ST6T 7MXR 9V10 JVR9

Zaxite Mines

R78R DPDL 6H1X 9VG6

Storage Facility

Q8?H GNVX PF1?BPC

Organic Storage

P64Y Q6RS T71K 7LW8

Processing Centre

N4R3 7T82 VWQW ZG?V

Geothermal Station

MGO4 9QM4 Y40V LQKY

Detention Centre

L689 GR4B 70VB JMGH

Research Lab

K6?Y X766 T6ZK 994R

Bio Waste Treatment

J674 7SLM YR72 QDSB

Access conduits

H6?W 39XL P4Z1 7XBC

Decent to the core

G46V MQZ2 V6FK NK9W

Common Core

F46V RQZ2 VYSH SK7N

Secret Level: Twist

FBBC VBBB FBBC VBF7

Multilevel passwords

Change Level Colours

S3TC 00LC 0LR S???

Infinite Ammunition

S3TL NF1N 1T3S HOTS

Low Gravity

S3TL 0WRG V1TY

RAINBOW SIX

Recruit Passwords

Level 2 12D1S2Q22MQQ
Level 3 BJDBC3Q22WQQ
Level 4 BZDBSMQZZIQQ
Level 5 CJTCQ22FGSQ
Level 6 K2TK65Q2F4SQ
Level 7 T2TT68QGF1WQ
Level 8 5JR5L1QG6GSQ
Level 9 52T572Q4G4SQ
Level 10 VJVVLJQG6WSQ
Level 12 VZRFMTQ2G8SQ

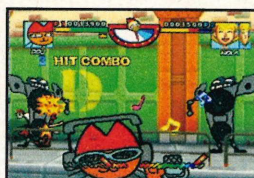
Veteran Passwords

Level 2 1ZL1S2RF2MQQ
Level 3 BJJBC3RF25QQ
Level 4 BZJBSMR28RQ
Level 5 CZBC5RFFMRQ
Level 6 DJBDCYRFF5RQ
Level 8 LZBDS8R2F8RQ
Level 9 MJB2D1R2D2RQ
Level 10 2ZB2R2R2GMQ
Level 11 FJFJD3R2G5RQ
Level 12 FZJFTMR2G8RQ

RAKUGA KIDS

Alternate costume

Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.



Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness

Accumulate a totla of more than five hours gameplay.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. it won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

Hidden Cities

On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passwords

NoT3T

Opens all characters

BVGGY

Opens cheat menu in options

B1G4L

Play as mystery alien

SM14N

Play as George

S4VRS

Play as Lizzy

LVPVS

Play as Ralph

SRY3D

Play as Nubus

READY 2 RUMBLE BOXING

Unlock classes and boxers

Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

Gold Class

CHAMP

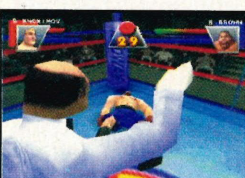
Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B



together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

READY 2 RUMBLE BOXING: ROUND TWO

Okay, even though the game sucks, you still might be interested in playing through it. Of course, the only reason to play through it at all is so that you can unlock the following characters. Here's how many times you need to complete R2R:R2 to access those hidden boxers:

1 time

Freak E. Deke

2 times

Michael Jackson

3 times

G.C. Thunder

4 times

Wild "Stubby" Corley

5 times

Shaquille O'Neal

6 times

Freedom Brock

7 times

Rocket Samchay

8 times

Bill Clinton

9 times

Hillary Clinton

10 times

Rumbleman

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen.
Following passwords start game with 110 lives

Easy Level: BSBBBTTJBB

Normal Level: BCBLBTJBB

Insane Level: BFBBBCTJBB

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up

During the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

Gas Gun

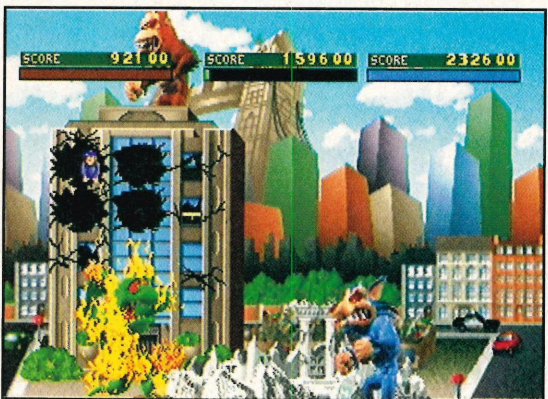
During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down



50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

Access Final Level

Enter BJTCNGLFCR as a password to get the end.

Level Passwords

90:	CSSRQQHLRH
98:	DGQDQQLLHJ
99:	DNKFQGLLJJ
100:	DDJGGGJLLJ
101:	DLRHQQDLMJ
102:	DBBJQLDLNS
103:	DMNJQGLPLS
104:	DNTJQLCLQJ
105:	DGBKQLCLQJ

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

In the cheat menu, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C Down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up
Switch control directions
Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.
In the cheat menu
Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreck

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RUGRATS TREASURE HUNT

Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANCISCO RUSH 2049

Cheat Menu

Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!
Extra Tracks
Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come anywhere in in the top 3 positions on the Extreme Circuit.

Disco Track

Get 100, 000 points in stunt mode

Oasis Track

Get 250, 000 points in stunt mode

Warehouse Track

Get 500, 000 points in stunt mode

Obstacle Course

Get 1, 000, 000 points in stunt mode

BATTLE ARENAS

Downtown

Get 100 kills in battle mode

Plaza

Get 250 kills

Roadkill

Get 500 kills

Factory

Get 1000 kills

EXTRA CARS

Venom Car
Collect all silver coins in stunt mode

Crusher Car

Collect 16 gold coins

Euro LX Car

Collect 24 gold coins

GX-2 Car

Collect half of the gold coins in race mode

Mini XS Car

Collect 36 gold coins

Panther Car

Collect all gold and silver coins in both race and stunt mode.

Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, you car should get off to a flying start!

Circuit / Race

Beginner 4

Password

WX17QQ6FDC
XBDWCLCTYC

Beginner 5

BY17QBBHWC
YBFLDCJFD

Beginner 6

WY17QQLJ8C
WJWDGD6%C

Beginner 7

B117QQWK%
C BMLFLD@MD

Beginner 8

W117QQ6LLD
XNWFWDQ2D

Intermediate 2

XB@#T3LCGB
FWB6C2B42C

Intermediate 3

C@#T36WDLB
LBCWFBCQ3C

Intermediate 4

XC@#T36FNB
VBD6GQC%2C

Intermediate 5

CD@#T3BHQH
YBFBJLDW9C

Intermediate 6

XD@#T3LJTB
BG6K2DWQD

Intermediate 7

F@#T3WKWB
WJWL@DYMD

Intermediate 8

XF@#T36L2B
HCK6MLF6LD

Intermediate 9

CG@#t3BN4B
XLWP@FW#D

Intermediate 10

XG@#T3LP6B
MCPLRLGQVD

Extreme 2

WBBBWMCD8
KWDWBQB82B

Extreme 3

FXBBBBDYB
TBH6B6BTFC

Extreme 4

IXBBB8FLB
IWLCCGBDC

Extreme 5

FYBBBBDHQB
8BMBD6CGIC

Extreme 6

IYBBB8NJB
WQ6BDB4WC

Extreme 7

FIBBBWYKWB
CCWBGQDYFC

Extreme 8

IIBBBW8L4B
JX1L2DNVC

Extreme 9

F2BBBWDN6B
MC56GLFQXC

Extreme 10

I2BBBWN@B

X8BH@FWDD



CHEAT CENTRAL

Extreme 11	F3BBBWYQBC RC%LJGJFD
Extreme 12	I3BBBW8RDC XCXKWGLDD
Extreme 13	F4BBBWVJVC 5CD7L@GTCD
Extreme 14	4BBBWNWNC XHXMBHG#C
Extreme 15	F5BBBWYXYC ?CM7M2HLTD
Extreme 16	I5BBBW8YCC GYMXNWJBFD
Extreme 17	F6BBBW24C HDMRPGK63C
Extreme 18	I6BBBWN3@C NYW7PLKYWC
Extreme 19	F7BBBWY4BD VDYQCGLNGC
Extreme 20	I7BBBW85JD XY3MQ6LN3C

SCARS

Enter these codes on the option menu

LGSSSX	Crystal cup
CRKKYY	Diamond cup
DZPKKK	Zenith cup
PXPRTS	Master mode, compete with all hidden cars
SDSSRT	Scorpion car
TRTTLL	Cobra car
NRNNRR	Cheetah car
YMSTTR	Panther car
WLLVDD	All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it 'Wampa_Stompa' (each '-' represents a space). The name

must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence

End your name as _Credits

Plat as Wampa

On the "Escape From Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control this new-found character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

STARCRAFT 64

Some brand new cheats to help keep your head above the stars - may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game.

1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C left, C Right, analogue stick Up, B, D-pad Right, C Left.

Deadly Fall

Select deathmatch, and finish all courses in expert mode.

SOUTH PARK

FUNCTION	CODE
All cheats	BOBBYBIRD
Level select	THEEARTHMOVED
Invincibility	ASSMAN
All weapons	FATKNACKER
Unlimited ammo	FATTERKNACKER
Skinny mode	VEGGIEHEAVEN
Big head mode	MEGANOOGIN
Pen & ink mode	PLANEARIUM
View credits	SCREWYOUUGUYS
All characters	OMGKKYB
Officer Barbrady	ELVISLIVES
Mr Mackey	CHEATINGISBAD
Philip	PHAERT
Terrence	RAFT
Mr Garrison	DOROTHYSFRIEND
Chef	LOVEMACHINE
Wendy	CHECKATACO
Pip	FISHNCHIPS
Ike	KICKME
Mrs Cartman	ALLWOMAN
Mephisto	GOODSCIENCE
Jimbo	STARINGFROG
Ned	HAWKING
Big gay Al	AIOUTRAGE
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters

Complete these tasks

Mr Garrison

Finish Rally Days 2 race

Mr Mackey

Finish Spring Cleaning race

Big Gay Al

Finish Pink Lemonade race

Mephesto

Finish 4th July race

Grandpa

Finish Halloween race

Jesus

Finish Christmas race

Satan

Finish New Years Day race

Ned

Finish 4th July race with Kyle

Damien

Finish Halloween race with Kenny

Visitor

Collect two pot pies in Memorial

Ike

Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip

Collect 4 Gold Cows on the Christmas Day Race

SNOWBOARD KIDS

All characters, boards and courses From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SPIDERMAN

The following codes are all entered in the Cheats Menu.

Unlock Everything

Go to the Cheats Menu and enter the following code to unlock a whole

load of stuff (includes costumes and comic books). **TRUBLEVR**

Complete Gallery

If you want to have the complete gallery of characters, then simply type the following code!

WHOSINTGM

Full Health

For full health enter the following code (remembering the space between HELP and ME). **HELP ME**

All-Powerful

If you fancy being an invincible web-slinger enter the following code.

TURTLE

Level Select

If you'd like to swing between any level you want, just type **LVLSKIPPER**

Unlimited Webbing

You'll never run out of stick stuff with this password! **STICKYSTUFF**

Unlock Ben Reilly Costume

If you really have to be Ben Reilly, then type this password in to get that costume (again, remembering a space). **DA CLONE**

Unlock Captain Universe Costume

If you would rather save the world as Captain Universe then type this code in! **POWCOSMIC**

Unlock Peter Parker Costume

Forget the spandex, go for the natural look with the Peter Parker code. **MISTERMJ**

Unlock Quick Change Spidey Costume

This allows you to wear the quick-change costume. **GTATNKFSF**

Unlock Spider-Man 2099 Costume

This lovely little number gives you that futuristic look and causes the double the amount of damage! **SPTWOKNN**

Unlock Spidey Unlimited Costume

This costume grants you unlimited stealth (note the space between the two words)! **LIMITED ED**

Unlock Symbiote Spidey Costume

This suit grants you unlimited web fluid. Which is nice! **SYMBSPID**

Unlock all Comic Books

If you're the lazy type, you can unlock all the comic books with this password. **CLTTHMALL**

Unlock all Slide Shows

See every piece of the story in one go. Go on, you know you want to! **SMESTORY**

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

STAR WARS: EPISODE ONE

Battle For Naboo

When is a video game not a videogame? The answer is when it thinks it is a DVD! If you want to unlock some DVD-style extra features on this new Star Wars N64 game, then enter: **KOOLSTUFF** on the code input screen. If the code is successful, you will be granted access to bonus art material. This material shows the early sketches and designs for the game.

TALKTOME

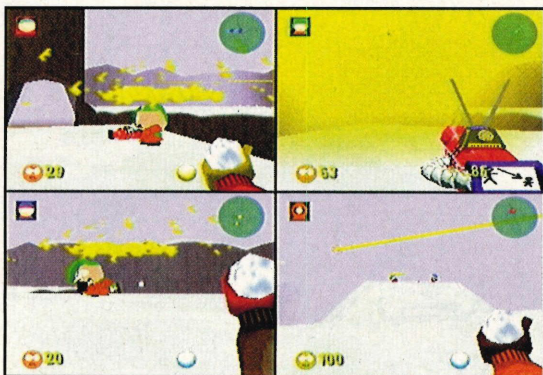
When this is entered you'll be given a full running commentary with insights into how the game was made, for every single level!

PATHETIC

This will give you infinite lives but, sadly, will also mean you are denied any medals!

EWERDEAD

This code will make every enemy die



with just one shot. That will help you go easy on your trigger finger!

RUAGIRL?

This code will turn your ship a lovely shade of pink. Pretty!

OVERLOAD

This will give you advanced statistics for your craft.

NASTYMEDE

Want to make the game tougher? If you do then this is the code for you!

LOVEHUTT

If you are really desperate, this code will make it possible to see the team that created the game. Don't worry, none of it is saucy!

DROIDIEKA

If you would love to get your hands on the kind of shields the Droidieka destroyer robots have, then entering this code will grant you that wish!

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control

Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode

RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu

RRDEBUG to access the debug option.

Invincibility

RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga

RRCCYUN

Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso

RRJJINRE

Taunt Your Opponent

Hold Z as you press A to start the race.

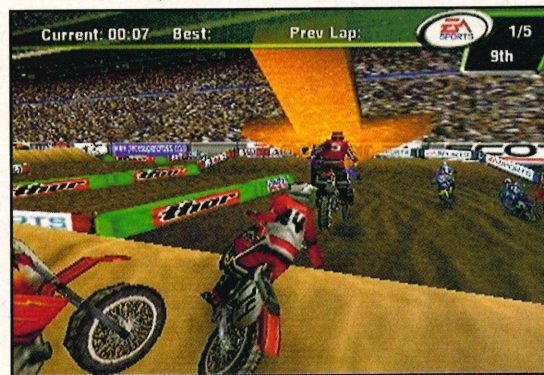
Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code RRTANGENTABACUS before selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS ROGUE SQUADRON

Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in TIEDUP



as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS

Infinite lives

IGIVEUP

Alternate Radar

RADAR

More A-Wings

ACE

Millennium Falcon

FARMBOY

All power ups

TOUGHGUY

Bearded man on screen

HARDROCK

View Credits

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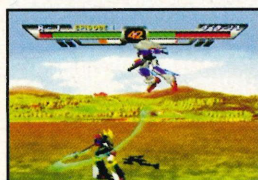
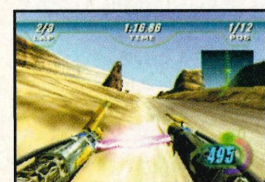
MAESTRO

Open all levels

DEADDACK

Change V-Wing into Flying Cadillac

KOELSCHE



SUPERCROSS 2000

Freestyle Trick List

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander

Up

No Footer

Down

Nac Nac

Left

Pancake Whip

Right

Rear fender grab

Up, Down

Vertical fender grab

Down, Up

Slide heel click

Right, Left

Banzai

Left, Right

Superman

Left, Down, Right

Bar Hop

Up, Left, Up

Saran wrap

Up, Right, Down

Cliffhanger

Right, Down, Left

Heel click

Down, Left, Up

Nothing

Right, Up, Left

Cordove

Left, Up, Right

Can Can

Down, Right, Up

Superman fender grab

Up, Left, Down

No riders

when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing

Bring up a code entry box again and then enter MUTTON as a code to race with sheep.



SUPER SMASH BROTHERS

Change costumes

Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom

Complete the game with all eight characters

Play as Captain Falcon

Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi

Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff

Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness

Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

THE NEW TETRIS CRAZY MODE

Enter your name on the one player name entry screen as 2fast4u.

TETRISPIHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game

Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits

Enter CREDITS

THE WORLD IS NOT ENOUGH

EXTRA MODES

Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty. To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level:

Complete the Masquerade level on "Agent" difficulty" in under 3:15.

Castle Level:

Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level

Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

Team King Of The Hill Level:

Complete the King's Ransom level on "Agent" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins:

Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

Contemporary Skins:

Complete the game under the "Agent" difficulty setting to unlock Alec Trevelyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

Suit Skins:

Complete the Curious level on "Secret Agent" difficulty in under 2:00.

Civilian Skins:

Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins:

Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins:

Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins:

Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOY GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON	CAR
2	Type CE (Toyota Celica) & Type IP (Isuzu P)
3	Type M3 (BMW M3) & Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) & Type RS (Ford RS 200)
5	Type Ps (Porsche 959) Mirror Milk Truck and Helmet Car

TOY GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TWISTED EDGE: EXTREME SNOWBOARDING

Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

Beat the game in twisted mode.

Boss Snowboard and Bob

Come first overall in the mirror course

Hidden G character

First stunt challenge mode with more than 28,000 points and get a first place rating

Quick Start

Press up twice right after the word go vanishes.

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHGTHDGDRCOTDRK

Show enemies

NSTHMDNT

Quake Mode

CLLTHNTMTN

Vivid colours

LTHCLRSFTHRNB

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCR

Disco mode

SNFFRR

Gallery mode

THBST

All weapons

CMGTSMGSGTS

Infinite Ammo

BLTSRRFRND

Unlimited lives

FRTHSTHTRLSCK

Spirit mode

THSSLSKSL

Credits

FDTHMGS

Robin Mode

RBNSMTH

Fly mode

LKMBRD

TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode

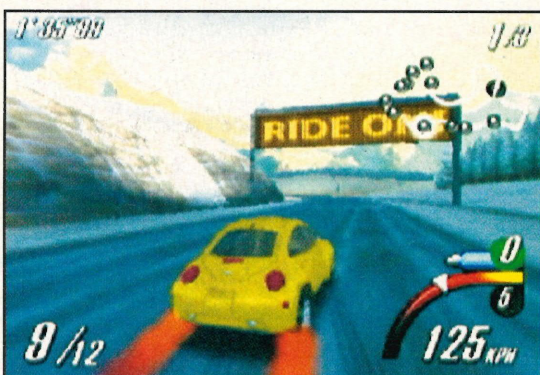
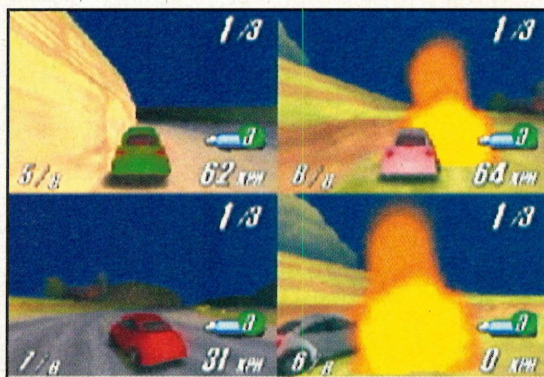
UBERNODDLE

Stick Mode

HOLASTICKBOY

Tiny Mode

PIPSQUEAK



Zach's Cheat

AAHG00

Pen and Ink

IGOTABFA

Gouraud mode

WHATSATEXTUREMAP

Blackout mode

LIGHTSOUT

Juan's Cheat

HEEERESJUAN

Ultimate Code

BEWAREOBLIVIONISATHAND

TUROK 3: SHADOW OF OBLIVION

Feel it's too tough for y'all? Want to make life easier for yourself? Well simply go the cheats section from the menu screen and try these codes out.

Invincibility

Raven, Salmon, Eagle, Bear, Lizard, Rabbit.

All Weapons

Owl, Bear, Owl, Insect, Hawk, Owl.

Unlimited Ammo

Salmon, Elk, Bull, Snake, Eagle, Salmon.

All Keys

Lizard, Dragonfly, Bull, Bear, Wolf, Eagle.

Menu Madness

Rabbit, Owl, Horse, Insect, Bear, Bear.

Stick Man mode

Horse, Eagle, Snake, Cougar, Insect, Salmon.

Warp Level 1

Frog, Elk, Horse, Dragonfly, Wolf, Rabbit.

Warp Level 2

Owl, Owl, Horse, Elk, Elk, Elk.

Warp Level 3

Owl, Rabbit, Bear, Insect, Frog, Cougar.

Warp Level 4

Bear, Horse Raven, Eagle, Horse, Coyote.

Warp Level 5

Bear, Dragonfly, Horse, Bear, Frog, and Elk.

V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

VIGILANTE 8

ENTER ALL CODES AS PASSWORDS

All cars

GANGS_UNLOCKED

Y the alien

GIMMIE_DA_ALIEN

Same vehicles in multiplayer

MIX_MATCH_CARS

Missile Power up

MISSILE_ATTACK

Invincibility

LIVE_FOREVER

Quick Firing weapons

FIRE_NO_LIMITS

Low Gravity

A_MOON_GETAWAY

Slow motion mode

GO_REALLY_SLOW

Expert mode

I_AM_TOUGH_GUY

Level Select

LEVEL_SHORTCUT

View end sequences

LONG_SLIDESHOW

Ultra high resolution mode

MAX_RESOLUTION

WWF: NO MERCY

Hidden Wrestlers

If you highlight different wrestlers at the selection screen and then press the C-Left and C-Right buttons, you'll

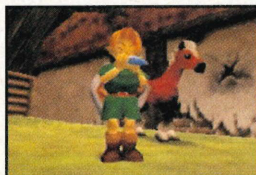


be able to access some really cool secret wrestlers!

ZELDA: MAJORA'S MASK

Thieving Bird Problem

If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back from the teller.



Blast Mask Protection

While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

Normal Link in the Termina Field

To do this you have to buy a magic bean and a bottle of water and grow it in the Observatory Area (outside, where you get the Tear of Moon).

Warp Ahead 12 Hours

Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

Slow Down Time

If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

Beat the Ikana Knights Easily!

Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the mask on. If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This strategy does not work to Ikana King however)!

Broken Signs?

If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.

OUR UNDYING GRATITUDE...

...will go to anyone who supplies us with new tips or cheats for this section. So if you have any cheats, THAT WORK, and you would like to share with us then post them to us at:

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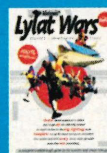
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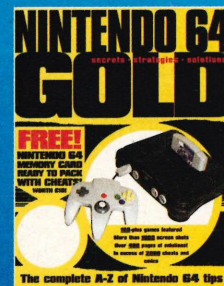
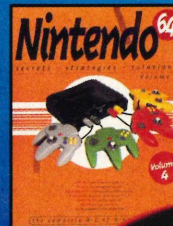
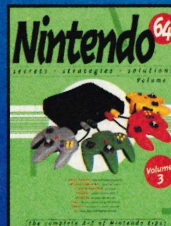
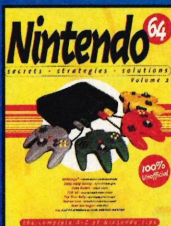
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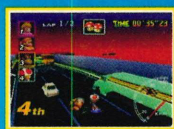


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NINDEX

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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game 64 MAGAZINE has ever reviewed in an ultra-condensed form, allowing you to compare the different titles at a glance.

If you want to get the lowdown on any Nintendo game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every so often we review the scores to see if the games still deserve them. If you need game information then this is exactly where you need to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% AND ABOVE

The Gold Medal Award only goes to those few games that you absolutely *must* own!





Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball 2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4 ● ● ● ●	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4 ● ● ● ●	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4 ● ● ● ●	45	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4 ● ● ● ●	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4 ● ● ● ●	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Banjo-Toonie	Nintendo	1-4 ● ● ● ●	48	95%	More crazy platform adventuring, only even better!
Bassmasters 2000	THQ	1-2 ● ● ● ●	36	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1 ● ● ● ●	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4 ● ● ● ●	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4 ● ● ● ●	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2 ● ● ● ●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6 ● ● ● ●	45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically had sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2 ● ● ● ●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1 ● ● ● ●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4 ● ● ● ●	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter G3 1/3	Interplay	1-2 ● ● ● ●	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n Exotica	Midway	1-4 ● ● ● ●	49	29%	More dull driving from the <i>Cruis'n</i> series. Shame.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2 ● ● ● ●	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4 ● ● ● ●	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4 ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donald Duck: Quack Attack	Ubi Soft	1 ● ● ● ●	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.

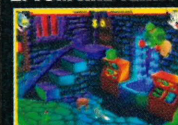
OUR TOP TEN!

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1: BANJO-TOONIE



2: TOM AND JERRY



3: PERFECT DARK



4: STARCRAFT 64



5: SIN 'N' PUNISHMENT



6: GOLDENEYE



7: ZELDA 2



8: INDIANA JONES



9: TWINE



10: ZELDA



64 TOP SHOOT- 'EM-UPS



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 Sin 'n' Punishment 95%
- 4 TWINE 94%
- 5 Quake II 93%

Game Name	Company	Icons	Issue	Score	Comment
Donkey Kong 64	Nintendo	1-4	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2	9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard.
EPGA Tour Golf	Infogrames	1-4	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	2	19%	A travesty of <i>The Beautiful Game</i> , awful in every way.
FIFA '99	EA Sports	1-4	24	89%	Best of the <i>FIFA</i> series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	9	80%	Vastly better than <i>FIFA 64</i> , but now replaced by <i>FIFA '99</i> .
Fighter's Destiny	Ocean	1-2	11	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak	1-4	44	78%	Above average beat-'em-up offering nothing new over the original.
Fighting Force 64	Crave	2	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	30	78%	Fun fighting game, though it's not exactly <i>Street Fighter</i> !
Forsaken	Acclaim	1-4	14	86%	A kind of turbo <i>Descent</i> – good, but some levels very short.
F-Zero X	Nintendo	1-4	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	44	80%	Challenging adventure with a few flaws and some nice scenery.
Hey You, Pikachu!	Nintendo	1	48	75%	Talk to the Pokémon in this novel yet ultimately disappointing virtual pet title.
Hexen	GT Interactive	1-4	5	30%	Completely crap port of the PC <i>Doom</i> -with-wizards title.
Holy Magic Century	Konami	1	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	17	83%	Odd mix of racer and platformer that's quite good fun.
Indiana Jones And The Infernal Machine	LucasArts	1	50	90%	Move over Lara, there's a new adventurer in town!
Indy Racing 2000	Take 2	1-2	43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	44	90%	Fantastic footie fun but not really any better than <i>ISS '98</i> .
ISS 64	Konami	1-4	3	93%	Excellent footy game, now bettered by <i>ISS '98</i> .
ISS '98	Konami	1-4	18	95%	The best football game ever. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	8	60%	Another <i>J-League</i> game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88%	Japanese <i>ISS</i> update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	33	90%	Huge all-action adventure game.

64 TOP FIGHTING GAMES



- 1 Tom and Jerry 95%
- 2 WWF No Mercy 95%
- 3 WWF Wrestlemania 2000 93%
- 4 Super Smash Bros 87%
- 5 WWF Warzone 86%



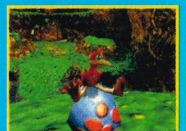
Game Name	Company	Icons	Issue	Score	Comment
John Madden 64	EA Sports	1-4 ● ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4 ● ● ● ●	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
The Legend Of Zelda: Majora's Mask	Nintendo	1 ● ● ● ●	47	95%	Worthy sequel to a truly legendary Nintendo game!
Lode Runner	Infogrames	1 ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4 ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ●	5	87%	N64 remix of the SNES <i>Starfox</i> , but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ● ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ●	24	65%	<i>Tetris</i> with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ● ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4 ● ● ● ●	47	80%	More of the same, although the original was better.
Mario Tennis	Nintendo	1-4 ● ● ● ●	44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4 ● ● ● ●	31	90%	Excellent football game with hi-res graphics as standard.
Mickey's Speedway USA	Nintendo	1-4 ● ● ● ●	48	92%	Top cartoon racer from those game-masters at Rare.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Midway's Arcade Greatest Hits: Volume 1	Midway	1-2 ● ● ● ●	48	85%	Compilation of six classic arcade games from Midway.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ●	30	40%	Humdrum baseball game that pales alongside <i>All-Star Baseball</i> .
Milo's Astro Lanes	Interplay	1-4 ● ● ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ● ● ● ●	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ●	9	46%	Risible attempt to add platforms to the <i>Mortal Kombat</i> franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ●	19	80%	Finally, a decent <i>Mortal Kombat</i> game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4 ● ● ● ●	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4 ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ● ● ● ●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4 ● ● ● ●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4 ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ●	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ● ●	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Blitz 2001	Midway	1-4 ● ● ● ●	48	91%	Super-fast, ultra-violent arcade-style American football.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ●	21	89%	Updated and improved version of <i>NFL QBC '98</i> .
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to <i>Breakaway '98</i> , so out of date!

64 TOP MAGAZINE ADVENTURE GAMES



- 1 *Zelda* 96%
- 2 *Zelda 2* 95%
- 3 *Resident Evil 2* 94%
- 4 *Silicon Valley* 87%
- 5 *Castlevania 2* 86%

64 TOP MAGAZINE PLATFORM GAMES



- 1 *Banjo-Tooie* 95%
- 2 *Rayman 2* 94%
- 3 *Donkey Kong 64* 93%
- 4 *Super Mario 64* 92%
- 5 *Tigers Honey Hunt* 92%

64 TOP MAGAZINE 4-PLAYER GAMES



- 1 *Perfect Dark* 98%
- 2 *Goldeneye* 95%
- 3 *ISS '98* 95%
- 4 *WWF No Mercy* 95%
- 5 *Banjo-Tooie* 95%

64 TOP RACING GAMES








- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Mickeys Speedway USA 91%
- 4 Ridge Racer 64 91%
- 5 Micro Machines Turbo 64 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

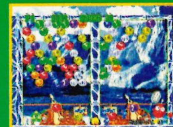
Game Name	Company	    	Issue	Score	Comment	
Nightmare Creatures	Activision	1 ●	24	55%	Dog-rough attempt at a horror game.	
Nuclear Strike	THQ	1 ● ● ● ●	42	80%	Fun shoot-'em-up that looks a little dated now.	
Off-Road Challenge	GT Interactive	1-2 ● ● ●	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!	
Ogre Battle: Person Of Lordly Caliber	Atlus	1 ● ● ● ●	47	69%	Tactical RPG that will only appeal to a very specific kind of gamer...	
Olympic Hockey '98	GT Interactive	1-4 ● ● ●	12	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.	
Paperboy	Midway	1 ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.	
Penny Racers	THQ	1-4 ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.	
Perfect Dark	Rare	1-4 ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!	
Pilotwings 64	Nintendo	1 ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.	
Pokémon Puzzle League	Nintendo	1-2 ● ● ● ●	48	87%	Annoyingly addictive puzzler with a Pokémon theme.	
Pokémon Snap	Nintendo	1 ● ● ● ●	45	90%	The N64's first shoot-'em-up without any guns in it!	
Pokémon Stadium	Nintendo	1-4 ● ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!	
Power Rangers: Lightspeed Rescue	THQ	1-2 ● ● ● ●	50	-25%	Probably the worst game in the world. Ever.	
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.	
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	89%	Simple but horribly addictive <i>Tetris</i> -style puzzler.	
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.	
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.	
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.	
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.	
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.	
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.	
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!	
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.	
Rat Attack	Mindscape	1-4 ● ● ● ●	42	82%	Manic retro-style arcade action that's great in multiplayer.	
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.	
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.	
Ready 2 Rumble: Round 2	Midway	1-2 ● ● ● ●	49	59%	More nice looking but ultimately disappointing pugilism from Midway.	
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.	
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.	
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!	
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.	
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.	
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!	
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.	
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.	
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	<i>SF Rush</i> sequel – better handling, but less exploration.	
San Francisco Rush	Midway	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.	
San Francisco Rush 2049	Midway	1-4 ● ● ● ●	46	90%	The third – and best – racer in the <i>Rush</i> series!	
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.	
Scooby Do!: Classic Creep Capers	THQ	1 ● ● ● ●	50	78%	Attractive to look at but suffers from control and gameplay flaws.	
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.	
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.	
Shadows Of The Empire	Nintendo	1 ● ● ● ●	1	58%	Duff <i>Star Wars</i> tie-in made up of (mostly dodgy) sub-games.	
Sim City 2000	Imagineer	1 ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.	
Sin And Punishment	Nintendo	1-2 ● ● ● ●	0	49	95%	Frenetic shoot-'em-up action just like it was in 'the good old days'.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.	
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.	
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the <i>Turk 2</i> game engine.	
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done twist on a standard racing theme.	
Space Station: Silicon Valley	Take 2	1 ● ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.	
Spiderman	Activision	1 ● ● ● ●	49	91%	Platform adventure action with everyone's favourite wallcrawler.	
Starcraft 64	Nintendo	1-2 ● ● ● ●	42	95%	The ultimate in real-time strategy games!	
Starshot: Space Circus Fever	Infogrames	1 ● ● ● ●	25	42%	Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.	
Star Soldier: Vanishing Earth	Hudson	1 ● ● ● ●	17	65%	Poor attempt to do an <i>R-Type/Axelay</i> shooter on the N64.	
Star Wars: Rogue Squadron	Nintendo	1 ● ● ● ●	23	90%	Superb <i>Star Wars</i> combat game, but can get rather repetitive.	



Game Name	Company	Icons	Issue	Score	Comment
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ● ●	28	82%	Very fast, but too easy to provide long-term excitement.
Star Wars Episode One: Battle For Naboo	LucasArts	1 ● ● ● ●	50	89%	The follow up to Rogue Squadron offers more of the same!
Supercross 2000	EA Sports	1-2 ● ● ● ●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4 ● ● ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ● ● ● ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ● ● ● ●	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4 ● ● ● ●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4 ● ● ● ●	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1 ● ● ● ●	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1 ● ● ● ●	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2 ● ● ● ●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3D.
TGR 2	Kemco	1-4 ● ● ● ●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4 ● ● ● ●	32	80%	Yet another Tetris update, this time with a four-player mode.
The World Is Not Enough	EA	1-4 ● ● ● ●	47	94%	Bond returns in the game that Mission Impossible should have been!
Tigger's Honey Hunt	Atlus	1-4 ● ● ● ●	48	92%	Graphically gorgeous platform puzzler for the younger gamer.
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2 ● ● ● ●	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2 ● ● ● ●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1 ● ● ● ●	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4 ● ● ● ●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4 ● ● ● ●	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	60%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4 ● ● ● ●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4 ● ● ● ●	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2 ● ● ● ●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4 ● ● ● ●	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes Warzone's place as the best wrestling game.
WCW Mayhem	EA	1-4 ● ● ● ●	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4 ● ● ● ●	45	95%	The best wrestling game in the world... ever!
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4 ● ● ● ●	34	93%	The N64's best wrestling game bar none!
X62	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xona: Warrior Princess	Titus	1-4 ● ● ● ●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Pokémon Puzzle 87%
- 5 Wetrix 86%

64 TOP

STRATEGY SIMULATION GAMES



- 1 Starcraft 64 95%
- 2 Command & Conquer Premier 90%
- 3 Manager 64 85%
- 4 Blast Corps 80%
- 5 Ogre Battle 64 69%

64 TOP

BAD GAMES



- 1 Power Rangers -25%
- 2 Carnageddon 0%
- 3 Clayfighter 8%
- 4 The Glory Of St Andrews 10%
- 5 Superman 14%

NINDEX

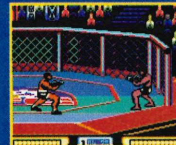
64 TOP GAMEBOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Cannon Fodder 95%
- 3 Lemmings 93%
- 4 TOCA: Touring Car 92%
- 5 Daitatana 92%

Game Name	Company	Saves	Link-Up	Rumble	Issue	Score	Comment
Air Force Delta	Konami	Password			48	75%	Potentially good, ultimately disappointing. Afterburner imitation.
Aladdin	Ubi Soft	Password			46	65%	Dull Disney platformer – give Jungle Book a try instead.
Alfred's Adventure	SCI	Password			44	80%	Finger-lickin' platform fun with a chicken called Alfred!
Antz Racing	EA	Password			50	93%	A movie licence that isn't a platform game... and it's great!
Batman: Chaos In Gotham	Ubi Soft	Password	●		47	78%	Fairly decent beat-'em-up with the 'Caped Crusader'!
Batman Of The Future	Ubi Soft	Password			46	45%	Incredibly dull fisticuffs with a futuristic crime-fighter.
Blade	Activision	Password			49	76%	Another great movie gets the duff game treatment!
Buzz Lightyear	Activision	Password			60	55%	Missed opportunity to do something special with a great character.
Cannon Fodder	Codemasters	To cart			48	95%	Highly amusing, tremendously addictive arcade-style war game.
Cool Bricks	SCI	Password			44	90%	Tremendously fun bat 'n' ball game in the Arkanoid mould.
Croc	THQ	Password			43	68%	Repetitive and a little frustrating – shame!
CyberTiger	EA	Password	●		46	90%	A damn fine golf game – even without Mario in it!
Daitatana	Kemco	To cart			45	92%	Top time-travelling RPG-style action-adventure with dodgy dialogue.
Dinosaur'us	EA	To cart			49	74%	Dull platform adventuring with Pokémon-style combat.
Disney's Dinosaur	Ubi Soft	To cart			45	85%	Enjoyable dinosaur romp for the younger Game Boy Color owners.
Donald Duck	Ubi Soft	Password			46	90%	Duck-tastic (sorry) platforming adventures with Uncle Donald!
Donkey Kong Country	Nintendo	To cart	●		47	90%	Tough but rewarding platform from those game-meisters at Rare!
Dukes Of Hazzard	Ubi Soft	To cart			50	90%	Highly enjoyable free-roaming race 'n' chase action!
Emporer's New Groove	Ubi Soft	To cart			50	40%	Decent Disney movie = Duff Game Boy Color platform game!
Formula One 2000	Take 2	To cart	●	●	45	40%	Nice menu screens – incredibly dreary racing!
Godzilla: Monster Wars	Crave	Password			50	35%	Sad, awkward cash-in on the fairly duff movie.
Grand Theft Auto 2	Rockstar	Password			46	90%	Unscrupulously enjoyable game with a few minor flaws.
Grinch, The	Konami	Password			48	78%	Fairly average Pac-Man clone loosely based on the movie.
Hype: The Time Quest	Ubi Soft	Password	●		43	89%	Medieval platform adventuring with the Playmobil toys.
Inspector Gadget	Ubi Soft	Password			47	85%	An enjoyable platform game marred by annoying collision detection.
Jungle Book	Ubi Soft	Password			47	86%	Classy platform action based on a classic animated film.
Lego Alpha Team	Nintendo	To cart			48	78%	Enjoyable, if slightly repetitive puzzle game with Lego characters.
Lego Stunt Rally	Lego Media	To cart			48	80%	A cross between Lego and Scalextric on the GBC!
Lemmings	Take 2	To cart			45	93%	Fantastic platform-puzzle fun with a bunch of tiny suicidal mammals.
Lucky Luke	Infogrames	Password			45	68%	Very average and somewhat repetitive Wild West action.
Magical Drop	Swing	No save	●		44	68%	Fairly average balloon-bursting Puyo-Puyo-style puzzle game.
Merlin	EA	Password			49	71%	Pretty average platform adventure with King Arthur's favourite magician.
Mr Driller	Namco	No save			50	91%	Incredibly simple yet ridiculously addictive arcade puzzle game.
Mummy, The	Konami	Password			48	79%	Retro platformer which requires a lot of thought and patience.
Obi Wan's Adventures	THQ	Password			49	91%	Atmospheric action/adventure with young 'Old Ben' Kenobi.
O'Leary Manager 2000	Ubi Soft	To cart	●		44	90%	Decidedly decent player-manager footie title.
Perfect Dark	Nintendo	To cart	●	●	45	90%	Incredibly impressive but highly taxing shoot-'em-up action.
Pokémon Gold/Silver	Nintendo	To cart	●		50	90%	More 'collect 'em all' action with the Pokémon.
Pokémon Pinball	Nintendo	To cart	●		47	80%	Simple, addictive, playable pinball action... with Pokémon!
Pokémon Trading Card	Nintendo	To cart	●		47	86%	More Pokémon battling, only this time they're on cards!
Rayman	Ubi Soft	Password	●		43	87%	Immensely enjoyable platform action with a very strange hero!
Road To Eldorado	Ubi Soft	Password	●		44	69%	Another film licence, another dreary platformer – what are the odds?
San Francisco Rush 2049	Midway	Password			46	45%	A good contender for the worst GBC racing game ever!
Supercross	Infogrames	To cart			48	90%	Extremely impressive, pocket-sized motorbike racing.
Thunderbirds	SCI	Password			47	90%	Shoot the bad guys, rescue the good guys – FAB!
TOCA	THQ	Password			43	92%	Highly addictive and surprisingly realistic racing on your GBC.
Tomb Raider	THQ	To cart			43	97%	The best platform game on the Game Boy Color... ever!
Tom And Jerry	Ubi Soft	Password			46	85%	Fairly decent platform adventures with Jerry Mouse.
Turok 3: Shadow Of Oblivion	Acclaim	Password			44	50%	Dull and repetitive, despite an attempt at variety of gameplay.
UFC	Crave	No save			50	22%	Probably the most inappropriately named game ever!
Wacky Races	Infogrames	Password			43	79%	Colourful, fairly enjoyable, madcap racing action!
Xena: Warrior Princess	Nintendo	To cart			49	75%	More-or-less average Zelda-esque platform adventure.
Xtreme Wheels	Nintendo	To cart			49	65%	Rather frustrating BMX racing game which you'll quickly tire of.

64 TOP BAD GAMEBOY COLOR TITLES



- 1 UFC 22%
- 2 Godzilla 35%
- 3 Formula One 2000 40%
- 4 Emporer's New Groove 40%
- 5 Batman Of The Future 45%

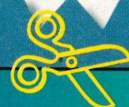
Back Issues

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Missed an issue of 64 MAGAZINE? Don't panic – you can still complete your collection, get hold of that exclusive review, read up on those all-important tips or find out about those hot new releases thanks to our back issues department.

IN ISSUE 50

- Reviews of Indiana Jones And The Infernal Machine, Star Wars Episode One: Battle For Naboo, Scooby Doo: Classic Creep Capers and more besides!
- Features on the GameCube and our 50th birthday!
- Previews including Conkers Bad Fur Day and Paper Mario.
- Plus all the usual news, cheats and tips!



64 MAGAZINE BACK ISSUES

Back issues

Please rush me the following back issues of 64 MAGAZINE:

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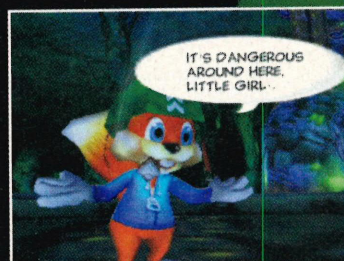
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Dead Pool: Nightmare neighbours; Buses; South West Trains; Pretentious art students with all the artistic talent of a stunned lemming; Cash-flow problems.

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ANIMAL



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GAME



WORD



SPORT



CHARACTER



0001 AHA - Take on me
0005 Walk this way - Aerosmith
0015 Babylon 5 - Theme tune
0017 Barbie Girl - Aqua
0025 James Bond - Theme tune
0026 Boom - Vengaboys
0032 Europa - The Final Countdown
0043 Eastenders - Theme tune
0046 Eternally
0055 Killing me softly - Fugees
0075 Itchy & Scratchy - Theme
0095 MoneyMoneyMoney - ABBA
0132 The Simpsons - Theme tune
0146 Wannabe - Spice Girls
0148 Star Trek - Theme

0149 Star Wars - Theme
0167 YMCA - The Village People
0173 Axel F - Theme
0183 Coca Cola - Advert Theme
0199 Indiana Jones - Theme
0201 I Will Survive - Gloria Gaynor
0204 Knight Rider - Theme
0205 Knight Rider - Theme 2
0211 Let It Be - The Beatles
0219 Beautiful Stranger - Madonna
0244 The X-Files - TV Theme
0250 Going to Ibiza - Venga
0265 All Star - Smash Mouth
0267 American Pie - Madonna
0268 Robbie Williams - Angels

0274 Baby one more time - Britney S
0281 Alice Dee Jay - Better off alone
0289 Bye Bye Bye
0292 Aqua - Cartoon hero
0294 Tupac - Changes
0305 Sugar Ray - Every morning
0317 Christina Agu - Genie in a bottle
0368 FatboySlim-Right here,Right now
0374 Sex Bomb
0377 Robbie Williams - She's the one
0395 Thong Song - Sisqo
0404 Travis - Why does it rain on me

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